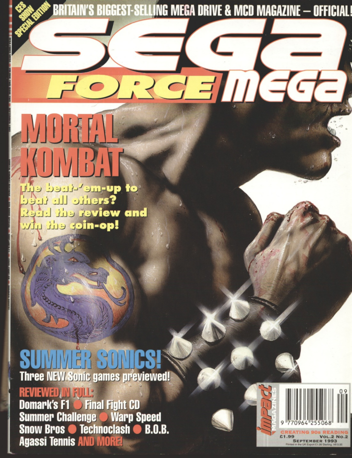

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16 Mortally wounded

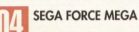
Got those Mortal Monday blues? Here's the cure: a massive review and playing guide of Acclaim's arcade blockbuster, *Mortal Kombat*. We play the game to death — literally.

23 Slaughter sport

The heat is on to find the SEGA FORCE MEGA *Mortal Kombat* champion. In our exclusive competition, *you* could win a *Mortal Kombat* arcade machine.

WARNING! Those of a nervous disposition should avoid this game at all costs. It's gory, blood curdling and contains acts of...

Mortal Sin



contents





Regulars













Editorial



The gloves are well and truly off in the big beat-'em-up race, with Acclaim and Capcom preparing for battle on the shop shelves — *Mortal Kombat* and *Street Fighter II: Championship Edition* are now slated for September release.

Which one's first past the post in the great sales race isn't really an issue, as both games promise to be superb in their own right so, whichever way you look at it, it's us Mega Drive owners who win in the end.

Every silver lining has its cloud, however (or, to put it another way, there's always someone prepared to piss on your bonfire), and this month's no exception. Every Sega mag in Britain has been itching to get hold of Capcom's *SF II*, but some magazines (and one in particular), it appears, just couldn't wait any longer…

Now while I accept that all's fair in love, war and publishing, I still can't believe that *Mega Magazine* had the gall to slap a '*Street Fighter II Collectors Edition*' banner over their logo and back it up with a 24-page feature on the game.

Not that there's anything unfair or unusual about that in itself, it's just that I'm a bit miffed that out of all the screenshots used, 74 of 'em were taken from the Super Nintendo game. Indeed, there were only *SEVEN* Sega shots used in the whole 24-page piece, and nowhere did the magazine point out that SNES shots had been used.

This could, of course, sound like a nasty case of sour grapes on my behalf. But the fact is our sister magazine, SNES FORCE, offered us the use of their *SFII* screenshots for a feature, but I turned them down in the belief that our readers would feel cheated. Well, would you?

And here we come to the crunch. If you *don't* mind Nintendo shots being used to illustrate previews, news and special features, we're well placed to provide them. Let's face it, games often get an airing on Nintendo long before they grace the Mega Drive, so previews in particular would 'benefit' from the use of SNES shots… or would they?

To find out one way or t'other, we're operating two special phone lines for you to cast your votes on the subject. It will cost a maximum of *just 10p* to register your vote — cheaper than a stamp — and the results of the poll will ensure that we can better meet your needs. See page 13 for details on how to have your say.

Meanwhile, enjoy the issue and happy Button-bashin'!

Steve Shields — Managing Editor

My Ki

The USA's Consumer Electronics Show is without doubt the biggest bash on the world's console calendar. A twice-yearly event, this summer's extravaganza was held in the windy city of Chicago and, as ever, it was packed to the rafters with cracking console product. So much stuff, in fact, that we're dedicating half the news section to a CES special report. Steve Shields is the man with a fistful of dollars (and pocket full of Alka Seltzers!)

If there's one thing guaranteed to bring a smile to any hard-working journo's mug, it's the prospect of an all-expenses paid foreign trip. And when there's the promise of actually finding something interesting to write about once safely ensconced back at Command HQ, well, that tends to make life a little easier…

In this case, there were no worries on that score: The bi-annual **Consumer Electronics Show** has to be THE hottest happening around when it comes to console entertainment, with all the big players (and most of smaller ones) queuing up to showcase their up-and-coming products.

A four-day event covering every aspect of electronic home entertainment, this year's Summer CES featured over 870 exhibitors, representing 83 countries. A staggering 50,792 trade peeps attended the show, while a respectable 37,694 consumers paid their dues to take the tour of booty, trundling around an incredible 443,118 square feet of floor space. Yes, you're right, it *was* knackering!

The Mighty Sega

Fronted by a massive *Jurassic Park* entrance gate, Sega didn't exacly have a stand at the show, more a kind of show to themselves! The plushly-carpeted area beyond the gate sported a snazzy arcade section, a raised stage — complete with booming PA and dazzling lighting rig — plus row upon row of Mega Drives and Mega-CDs, all hooked-up to monitors displaying



the latest in-house *and* third-party games.

The *Jurassic Park* section offered playable previews of both cart and CD versions of the game — which are about as far apart in terms of gameplay as you can get.

Boasting some superb *Flashback*-style graphics, the cart incarnation's a slick platform romp with the kind of animation that makes you go 'waaargh'! Choose to play Dr Grant or — get this — one of the dinosaurs (a Velociraptor), then prepare for a hectic chase around multi-directional scrolling levels.

Mission-wise, it couldn't be easier: As Dr Grant, you're to make your way to Jurassic Park's visitor centre in order to rescue the hapless civilians therein. The dino option — a touch of genius on the programmers' part — has the player attempting to escape the island.

Regular energy top-ups in the form of food must be snaffled, and the Velociraptor, like Dr Grant, is able to shove objects around to create handy platforms. Different strength weapons are

inda Town

available to Grant (if you know where to look), including two kinds of tranquillising dart, gas cannisters and grenades.

Still way off completion, what was there looked and played a treat — huge, finely detailed enemies moving realistically around a colourful, convincing backdrop.

The sky's the limit

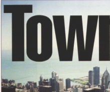
Members of the programming team, **Blue Sky Software**, were on hand to answer questions about MD *Jurassic Park*; sadly they were as much in the dark about a UK release date as I was.

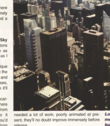
They *did* tell me all about the unique Artificial Intelligence system which will make the game that little bit different, however, and although there wasn't a massive amount to see, there was certainly enough to convince me it'll be one hot cart when it eventually appears.

There was even less to see of the CD incarnation of *Jurassic Park*, but again, what there was looked excellent. Using actual footage from the film (but enhanced considerably so it doesn't look anywhere near as grainy as you'd expect), it's a sprawling adventure viewed from a first-person perspective.

Much of the code was still being experimented with but the point-and-click interface was working beautifully. Building interiors were crisp and detailed, although the dinos themselves still needed a lot of work; poorly animated at present, they'll no doubt improve immensely before release.

An interesting angle to take, making the game an adventure, but one thing about *both* versions that pepped me up was the fact that, finished or not, they both knock spots off the laborious **Nintendo** incarnation. Ha!





Look Mum — it's me! Third building from the right, 83rd floor, about half way along. What d'ya mean, ya can't see me?!

The Penny Drops

The **Sega Arcade** section I mentioned earlier gave unlimited credits on a full eight-player *Virtua Racing* set-up (you can play this in selected UK arcades and, as we mentioned last issue, on your Mega Drive soon), but it was the **Sonic** arcade machine which turned most heads...

A one- or two-player giant-screened affair, the action takes place on a gigantic island controlled by Sonic's nemesis, Dr Robotnik. Players control the cool blue dude and/or his twin-tailed sidekick, sending 'em careering around a trap-littered landscape via a roller-ball controller (similar to the *Missile Command* and *Centipede* coin-ops, if you're old enough to remember).

As you'd imagine, the graphics are simply breathtaking, while gameplay will surprise hardened MD owners — it's tough! Radically different in concept from either of the Sonic games, I very much doubt that this one's going to be due for home conversion for many moons to come. Worth a few 50 pees of anyone's money, though.



Sega's Virtua Racing: Virtually finished according to recent reports... we just can't wait!

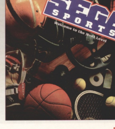


Sega have more sports games than you can shake a stick at (above!).

Be A Sport

The second largest section in the Sega area was dedicated to their all-new sports label — called, funnily enough, **Sega Sports**. Having taken a leaf out of Electronic Arts' book, Sega have practically re-written the sporting chapter. With an awesome line-up poised to hit the market, expect to be bowled over, slam-dunked but not caught out!

Among the titles you'll see when the label launches here in the UK are *World Series Baseball*, an absolutely astounding game featuring the most realistic graphics — on Mega-CD, at least — I've seen in *any* sports sim. Even *NFL Football '94* has undergone some startling improvements, with character animation taking the series into new realms of realism. *NBA Action '94* also includes some superb sprites, and Sega promise the commentary will be more realistic than ever (ie, intensely annoying, if my Stateside TV viewing experiences were anything to go by).



Lookin' For A Fight?

Time now to take a look at **Capcom**'s eagerly-awaited (understatement or what?) ***Street Fighter II***. An hour before flying out to the States, I discovered that a rival UK Sega mag had 'exclusively reviewed' this brawny beat-'em-up, so I was more than a little keen to find out how…

When I eventually caught up with Capcom's accommodating PR supremo, **Laurie Thornton**, it all came out in the



wash. Basically, Capcom had *Championship Edition*, and agreed to show the cart to our rivals, who flew to California to do just that.

Sadly (not!), Capcom decided to completely re-work the program and make it into the 24-Meg *Turbo* edition instead. Word never reached our rivals in time (shame!) so they printed the review.

The way Capcom put it, *that* version of the game will still appear, but only as an option on the finished cart — a freebie thrown in to complement the all-new, gutsy *Turbo* game. There was only an extremely early demo of *Street Fighter II: Turbo Edition* on display ('it's coming along nicely', is about as much as I can tell you about that).

Mega Telly

One of the most interesting aspects of the show from our fellow Americans' perspective was the announcement of a new **Sega TV Channel**. Most US homes have cable TV so Sega have joined forces with cable conglomerates **Time/Warner Entertainment** to launch a TV channel 100% dedicated to the Mega Drive.

Subscribers will be issued with a special decoder cart which plugs straight into the console, then when they're tuned into the correct channel, they'll be presented with a menu of options. Literally hundreds of classic MD titles can be accessed and played directly down the wire, as well as playable demos of up-and-coming titles plus competitions and news etc.

All in all, it sounds like yet another nail in Nintendo's coffin and, it must be said, I'm as jealous as hell! With so few homes hooked-up to cable here in boring old Blighty, it's highly unlikely that Sega TV will ever see the inside of our cathode ray tubes..



Hard-Wearing

The **Sega** hardware bandwagon keeps rolling along. Not only do we have our own CD drive, which **Nintendo** don't (smirk), but now, thanks to a new doo-dah called **The Edge 16**, American Mega Drive owners also have their own keyboard attachment, too!

Developed by communications giants **AT&T** and **PF Magic Inc** (a soft and hardware development company based in San Francisco), the new Edge 16 plugs directly into the Mega Drive and acts, among other things, as a modem. The device allows users to link up to other MD owners via existing phone lines and hold conversations as they battle it out on their favourite two-player game.

It could prove prohibitively expensive to use the system here (phone calls are *much* cheaper in the States) but if it does arrive it'll mean that *Street Fighter II* fans, for example, will be able to inflict long-distance damage on one another. Whether you're controlling Blanka in Bournemouth or Chun Li in Chiswick, the only limitation will be your bank balance…

As well as allowing game-freaks to compete down the phone wires, the new Edge 16 also incorporates four special **EdgeCard** slots. Each card can contain masses of information and, although still in its early stages, excited AT&T staff demonstrated how characters and statistics can be dumped from the MD onto the card, which stores the information for later use.

This means roleplaying characters, for example, can be stored on a card and plugged into any MD connected to an Edge 16. Take your meanest monsters round to a friend's house on the pocket-sized cards and unleash them on *his* system!

The keyboard attachment wasn't on display during the show, as that too is still in the experimental stage. Whether it can be attached to a printer (so you can use your MD as a WP!) isn't clear. In fact, the only use that *was* suggested to me at the exhibition was for adventure games — where the player types in commands before the program responds. It would be a pity if this were the only benefit, but I'm sure that eventually there'll be 101 uses for The Edge 16.

'She's about this tall with short brown hair — we became separated over by the… hey! Did I do that?' A tourist accidentally tries out the new Activator…

A professional demonstration on how the ring should be used — but are you allowed to kick in boxing?

Jumpin' Jimminy!

Other peripherals making their debuts were the **Activator** and **VR Headset**. There isn't a lot I can safely say about either, though, as The Activator struck me as being a bit crappy — and I was barred from getting any hands (or eyes) on the VR specs, on the grounds that I was English! Even pointing out that I am, in fact, a Welshman didn't make any difference.

Ah well, here's the score anyway: The Activator's a tacky ring of infra-red sensors that lie at the player's feet. Certain games allow the onscreen character to be manipulated by the player throwing punches and kicks over the infra-red beams, but in practice it proved to be

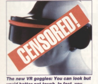




just too difficult and unresponsive.

Another great idea from Sega, but sadly wide of the mark, I'm afraid. We'll look at it in greater detail when it's released here, by which time there should be more games compatible with the Activator.

As far as Sega Virtual Reality went, like I said, I didn't even get a look-in. An apologetic but oh-so-firm PR personage on the VR stand was organising one-on-one demonstrations with the prototype VR headset — all taking place behind closed doors — but as I stepped up to the podium to take *my* place, I was told in no uncertain terms that 'we're sorry sir, but no English journalists are being admitted to the VR booth, as we're not going to launch in the UK



The new VR goggles: You can look but you'd better not touch. In fact, you can't even look if you're British!



We know, you've seen it all before — the all-new Mega-CD 2 still looks cool.

until the fourth quarter of 1994, at the earliest.'

I can understand that Sega don't want to show their hand too early with this one (even one of their polished PR girls confided that the system was 'still a bit ropey' at the moment), but surely they want to create as big a buzz as possible?

Six shooters

Everyone and their granny has heard about the two new six-button controllers on their way to the Mega Drive. A control pad and a joystick, both will be released in time for the debut of Sega *Street Fighter II* — but Sega announced at the show that a further five games, already in development, will utilise the three extra buttons.

The titles are *Disney's Aladdin, Eternal Champions, Greatest Heavyweights, NFL Football '94* and *Ranger-X*, but there's no truth in the rumour that Sega scientists are experimenting with a ground-breaking extra finger that gamesplayers can have grafted on at special Sega clinics…

SONIC SALE!

If you thought the Sonic pencil cases in your local Woolies were pretty cool, check out this list of Sonic goodies that our American friends have access to…

3D maze game
Balloons
Beach towels
Bedspreads
Board games
Boxer shorts
Bubble gum
Card games
Coin banks
Costumes
Gift boxes
Gloves
Hats
Key chains
Kites
Latex masks
Lawn sprinklers (?!)
LCD handhelds
Make-up (?!)
Night-lights
Party packs
Pencil toppers
Pinball game
Plastic figures
Plastic lunch boxes
Pocket hankies
Puzzles
RC vehicle
Radios
Rubber stamps
Scarves
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Toothbrushes
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Valentine cards
Vests
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Water pistols
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Wrapping paper
AND MORE!

What's New In Blue?

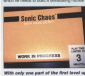
SONIC SPINBALL

If, like a zillion others, you've been anticipating the release of another Sonic game, then you're out of luck. There wasn't *one* new Sonic game at the show… there were TWO!

Next off the production line will be *Sonic Chaos* — a Game Gear-only platform romp which plays like a cross between *Sonic The Hedgehog* and *Sonic 2.*

Doctor Robotnik's up to his usual tricks; this time he's after five red Chaos Emeralds which he needs to build a devastating nuclear weapon. Choose to play either Sonic or Tails then set out to stop him.

All-new levels crammed to the corners with devious devices need to be negotiated, and this time Sonic's got a few new tricks up his, er, sleeve? The Pogo Stick and Rocket Shoes are new power-ups, although I didn't find either on the level I played at the show. Still, a great game by the looks of things, although it's a bit cynical of Sega to release it for the Game Gear only…



With only one part of the first level up and running, the measly three-minute play time wasn't such a handicap…

Casino nights

The second (and possibly most exciting) Sonic release 'on show' was *Sonic Spinball.* A one to *four*-player game based on the Casino Night Zone of *Sonic 2*, Sega only had a videotaped running demo of the game at the CES (hence the inverted commas).

Available on Mega Drive cart only, to begin with, once again the story revolves once again around Dr Robotnickers and his dastardly plans. For this outing, the mad tyrant's built a robot factory called, for some insane reason, The Veg-O Fortress, which is located beneath a volcanic island.

Guarded by the tricky Pinball Defense System, Sonic must infiltrate the headquarters and once again rescue his woodland chums. He's got a snazzy new pair of Power Sneakers and, according to the programmers, a few new moves to help him on his way. The only question remaining now is, when are we going to see it?

We considered this for a front cover image but decided it just wasn't up to it — then* Mega Drive Advanced Gaming *went and proved us right!


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Arty Smarties

Electronic Arts look set to maintain their reputation as THE third-party developers of the decade. A very strong line-up of titles were premiered, a couple of which we have for review this issue (ie, *B.O.B* and *Techno Clash*). Other than these, EA have got the following:

Haunting, Starring Polterguy is a weird title for a weird 16-Meg game, where you play a ghost and scare your evil relatives out of their wits and, hopefully, mansion! *Mutant League Hockey* will be similar to their previous *ML Football*, only funnier still (use chainsaws and look out for ice sharks!).

There's *James Pond III: Operation Starfish*, in which the double-bubble agent once again finds himself on the trail of Dr Maybe. This time the mad scientist plans to plunder the cheese mines of the moon, but with a special fruit suit, rocket boots and skis, Pond is close on his tail.

Blades Of Vengeance is a one or two-player game where you choose a warrior, huntress or wizard then hack and slay your way through seven levels of zombies, vampires and dragons. Looks great!

Super Baseball 2020 is an arcade conversion — ever heard of it? — in which one or two players select their team from males, females and... robots! There are a number of other odd areas where the baseball rules have been bent to accomodate a more exciting playing style, but since I know little about baseball, I'm at a loss to explain 'em to you!

Don't get Madden, get even

Under the **EA Sports** banner we find *John Madden Football '94*. This version has battery back-up features to save leagues and teams etc and a lot of fuss is being made over the fact the NFL logo appears just about everywhere (whoopie-doo!). Another weird American football game, *Bill Walsh College Football*, at least looks different to other games in the genre, but not being a fan I can't say it excited me.

I *was* interested in *EA Sports Soccer*, though — I must have played every footie game on every format in my time. It's a shame EA didn't have anything to show on this one, although I know it's presented at an odd angle for a footie game (30° isometric) and sliding tackles, overhead kicks and the ability to chest the ball will be incorporated.

The only game I'm likely to be playing for a while, though, is the waiting game!







We'll review James Pond III just as soon as we can — our word is our Bond!

With exploding players, ice sharks and chainsaws to contend with, Mutant League Hockey players will have to get their skates on!

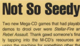






***Top:* Blades Of Vengeance cuts a dash...**

***Left & Below:* Weird 3D perspectives and an equally odd story — The Haunting's got the lot.**

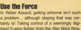


Not So Seedy

Two new Mega-CD games that had playable demos to drool over were *Stellar-Fire* and *Rebel Assault*. Thank gawd someone's finally tapping into the M-CD's resources and using the machine for something other than old cartridge game enhancements — both of these were fantastic!

Stellar-Fire looks somewhat similar to the Nintendo game, *StarWing*, in as much as it features a space-chase scenario bursting at the seams with polygon graphics.

In the demo, your craft was only able to skim along the surface of an alien planet, but that wasn't too much of a disappointment, as there were more than enough ground-based obstacles and enemies to avoid or annihilate. Fast, loud and frantic, it handled extremely well and looks set to wow Mega-CD owners everywhere.



Use the Force

In *Rebel Assault*, getting airborne isn't such a problem... although staying that way certainly is! Taking control of a seemingly digitised X-wing fighter from the *Star Wars* films, the action revolves around steering the ship through a series of rocky canyons and blasting the haloolahs outta everything and anything in your way.

The action's interspersed with scenes from the film, which tell the story as you go along, I presume (there was no sound on the demo so I couldn't be sure). It's altogether possible, of course, that there'll be one hell of a lot more on top of the dodge-or-die bits I saw, but here's one Mega-CD owner whose breath is well and truly baited (maybe that's why I never get many snogs anymore?).



A breathtaking intro sequence gets the ball rolling in Stellar-Fire. Hold on to your hats, we're going in!

Skimming across the surface of a moon in Stellar-Fire takes time to master, but it's worth the effort.

Earl E Daze!

Despite all the flash and snazz of the CD games, there was one cart-based corker at the show which *really* impressed me: *ToeJam & Earl 2* has to be THE wackiest game *ever*! If you're familiar with the first off-the-wall offering, you'll know exactly what to expect in the humour stakes, but gameplay-wise the sequel's a total revamp.

Once again taking control of either of the two teenaged aliens from the planet Funk, the player negotiates a hazardous horizontally-scrolling landscape, attempting to catch errant humans and return them to Earth.

Doesn't sound too peculiar on paper, does it? But when you see (and hear) the game in action, it'll pickle your senses, and no mistake! Incredible graphics combined with the hip-hoppiest sounds around match the weird gameplay perfectly.

I played *ToeJam & Earl 2* for over an hour and cursed my appointment schedule when it was time for the next meeting. A 90%+ game if ever I saw one. Totally wild!

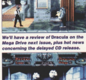


Psycho

A beaming Mark Blewitt welcomed me onto the tasteful **Psygnosis** stand, bubbling over with enthusiasm for the future. As reported last issue, Psygnosis have been bought out by multi-media giants **Sony Imagesoft**, and their combined talents are sure to provide some exciting games.

In the meantime, they've got ***Bram Stoker's Dracula***, which, despite the flashy graphics and classy rotoscoped effects, is a bit of a let-down. The 500Mb of data, 15 minutes of real film footage and slick 64 colours look great, but with the graphics getting all that attention, they forgot to include the gameplay!

It's nowhere near as bad as many have made out — the biggest problem seemed to be the sky-high expectations everyone had for it. The character animation's flawless, backgrounds simply breathtaking and special graphical effects almost too clever for their own good. Expect a full review soon…



We'll have a review of Dracula on the Mega Drive next issue, plus hot news concerning the delayed CD release.

Psyggie's other CD spectacular, ***Microcosm***, could well live up to the high expectations, though. Another 500Mb of sound and graphical data are promised, and with an update speed of 30 frames-per-second, this could indeed be the game Mega-CD owners have been waiting for.

Featuring an absorbing storyline similar to the Seventies sci-fi extravaganza *Fantastic Voyage* (miniature submarines battling their way through a human body) and an original Rick Wakeman soundtrack, all indications at this stage are excellent. Watch this (*Inner*) space!

A two cart-horse race

Two cart-based releases due for release are **Puggsy** and **Wizzy 'n' Lizzy**. The former looks like an attempt to create a character to rival Codemaster's egg-shaped hero, Dizzy, with similar graphics and gameplay. To be honest, I didn't play the game at the show but, from what I could gather from various sources, I didn't miss much…

Wizzy 'n' Lizzy appears to be by far and away the better of the two games, with over 20

And There's More!

Other big game news from Sega included the imminent release (ho ho) of *Eternal Champions*. With Capcom's *Street Fighter II* breaking records left, right and upper-cut, they just had to get *some* kind of beat-'em-up released to challenge it.

Having played an early demo of it, though, I wasn't overly impressed. Okay, so pitching eleven fighters with vastly different combat skills (from Green Berets to Kapkido Cane fighters) against one another is an entertaining concept, but it's hardly original, is it?

All this and *Shinobi* too, er, *III*!

To be fair, originality isn't really the issue here; every popular beat-'em-up must rely on the same tried and tested formula, but from what I played of it, *Eternal Champions* seemed to lack even that: gameplay. The sprites were jerky and a few of 'em even wimpy-looking, while the different fighting techniques seemed pretty mundane, to be honest.

Having said that, there *are* original elements, although they're generally just cosmetic. How about an action replay mode so that final throat chop can be pondered over at leisure? Or a training mode where players can practice their arsenal of moves with no opponents or time limit? Okay then, why not design your own



...no Noses!



Biology lessons will never seem the same again after **Microcosm.**

different soundtracks, a generous 56 levels of action (spread over nine different worlds), and a snazzy split-screen two-player mode.

Players attempt to rescue as many rabbits as possible — the title characters are wizards, you see, and their stage rabbits have escaped — using any number of the possible one hundred spells to achieve the task. We're still awaiting info from Psygnosis regarding the release of all these games... you'll know when we do, okay?

Above: Pugsy may look like a certain egg, but apparently it plays like a dog!

Above & Below: Psyggie's Wizzy 'n' Lizzy sports excellent graphics — find out how it plays next issue...





background to fight against? All this and more is promised but it's early days yet, so we'll have to see which way it goes through the rest of its development.

Shinobi III — Return Of The Ninja Master was also available for (limited) play testing. A vast improvement on the first two, was the impression I got, although that's about as far as it goes.

Norton in Japan has had extensive 'hands-on' experience of the game and reckons I'm being overly pessimistic. Fair enough, you can check out his comments in the Previews section of the mag!

The Great Screenshot Debate

'Can YOU spot the difference? One of these shots is from the SNES version of Street Fighter II, the other from the Sega. Can you tell which is which? Do you even care?

Much miffed muttering in the Mega Drive magazine sphere this month (see Steve's editorial column on page 6). Basically, the issue is this: Should magazines use **Nintendo** screenshots to illustrate articles on **Sega** games?

Until now, we've had the policy that if ain't a Sega shot, it's got no place in the magazine. Other mags don't seem too bothered one way or the other, though (*Mega Magazine* printed at least 74 SNES shots in their last issue, for example), so we decided to find out how **you** felt on the subject.

To find out, we're inviting you to phone one of our two special vote lines and have your say. Calls cost a ***maximum*** of just 10p, and the lines will be open 24 hours-a-day until August 31.

If you **DON'T** want Nintendo shots in the magazine, phone:
0839 007894

If you **DON'T CARE** if Nintendo shots are used, phone:
0839 007890

LIVE '93

GET YOUR FINGER ON THE PULSE

Alive and kickin'

With all this fuss over the American **Consumer Electronics Show**, some UK subjects may be feeling a little hard done by. What about a CES for British gamers?

Okay, your wish is our command! **Live '93** is a brand new electronics show taking place at London's Olympia exhibition halls between **September 16th** and **20th** — and guess who's organising the games section? WE ARE! That's right, **Impact Magazines** (the company who bring you this mag and its sister publications) are in charge of the entire section.

Live and direct! TV and radio broadcasts will take place from the Live '93 show every day. Come and play!

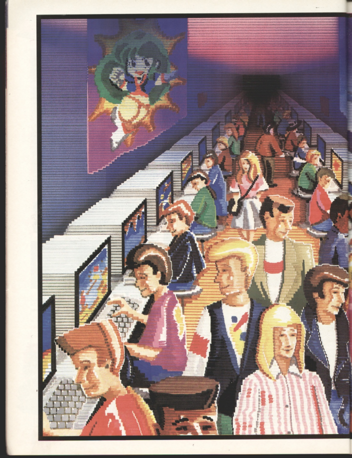
Live and let live?

There'll be a gigantic games gallery featuring the greatest in console and computer entertainment. There'll be carts galore and ample room to sample the very latest games, as well as a few surprises slated for release next year.

You can take part in the National Games Challenge, our mission to seek out the UK's most accomplished gamer, and view over one million cubic metres of gizmos and gadgets.

Tickets cost £7 per day (or £16 for a family of five). Look in our news pages next month for a **Live '93** preview, where we'll offer a hundred pairs of free tickets.

All this and more is promised, so tune in next ish for further details. The show must go on... and on, and on, and Ariston!





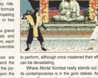
Mortal

The big beat-'em-up bandwagon just keeps rolling along, but due to the graphic nature of the violence between the title and 'Game Over' screens of this particular release, it's set for a bumpy ride. Gameplay follows the tried and tested formula for this sort of thing, with one player competing against computer-controlled opponents or two fighting one-on-one.

The object is to gain supremacy in a grand tournament. There are five skill levels and seven different characters to choose from, each with their own strengths but no discernible weaknesses.

All the standard beat-'em-up moves are included, with kicks, jumps, punches and the like all accessed easily and quickly via the joypad, and each having a varied effect upon the opposition's power bar. The characters' special moves, on the other hand, take much more skill to perform, although once mastered their effects can be devastating.

Liu Kang gets a kick outta his system.



Where *Mortal Kombat* really stands out from its contemporaries is in the gore stakes. As the Famous Five would say, there's lashings and lashings of it; huge spurts of blood erupt from fighters' faces each time they receive a decent smack in the gob, which then drip to the ground in grisly pools before gradually draining away.

The so-called 'death moves' are none too pretty, either: see the special 'Death Or Gory' box elsewhere in this review for details on what, exactly, the fuss is all about...

A fighting chance

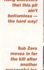
Two-player games allow each person to select a character of their choice from the seven available, then enter a 'best of three' match in one of five scrolling arenas. The game also allows both players to select the same character, one of the



Sub Zero looks like he's met his match this time, as Scorpion flies in for the kill.

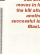
While the world and its auntie have been eagerly awaiting the Mega Drive arrival of Capcom's *Street Fighter II*, Acclaim Entertainment have been busy converting one of the arcades' most brutal beat-'em-ups to run on all Sega machines. Already infamous due to the controversial 'death moves', we look behind the hype to find out if there's a game in there, too!

Kombat





More ketchup, anyone? Liu Kang discovers that this pit ain't bottomless — the hard way!





Sub Zero moves in for the kill after another successful Ice Blast...

sprites wearing a slightly darker outfit to avoid confusion.

Whatever the outcome, the computer keeps a record of how many victories have been notched up by either player, which is displayed after each win; triumph seven times in a row and you get to enter your initials.

Bonus rounds involving a simple button-bashing session in order to perform a karate chop on increasingly tougher materials are also included, although they're just too damn easy to be any fun. And then there's the mysterious Reptile Man, but we'll leave him for you to discover as everyone loves a surprise, don't they? Well, okay then, maybe not this one!

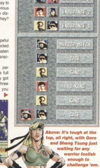
Single spar

Single-player games see the hopeful Kombatant tackling all six of the unselected fighters in succession then, having beaten them, facing a mirror image of their own character to progress to the endurance rounds.

These entail beating two characters per round, one after the other — they have a full energy bar each, whereas the player's only got one to work with. If (not when!) the three endurance rounds are completed (and you don't necessarily meet ▶







Above: It's tough at the top, all right, with Goro and Sheng Tsung just waiting for any warrior foolish enough to challenge 'em.



Sub Zero's Ice Blast hits the spot — his opponent's been frozen solid!

ADE 94%

I've worked on the mag a long time and realise games which receive skipfuls of hype tend to be a pile of cack. The excitement, however, was electrifying when *Mortal Kombat* arrived. We plugged-in the cart, chose our fighters, started playing and... oh dear — no gore!

Where was all the blood and guts? Cries of 'This is crap!' 'Worra disappointment!' and 'It's pooh!' rang round the office. What *was* to be the best, most controversial beat-'em-up on *any* machine turned out to be a total wet lettuce.

Stop. Rewind. Enter stage left, the gore code. Okay — play!

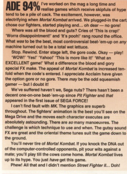
'WOW!' 'Yes!' 'Yahoo!' 'This is more like it!' 'What an EXCELLENT game!' What a difference the blood and gory special FX make. The appeal of *Mortal Kombat* is increased ten-fold when the code's entered. I appreciate Acclaim have given the option gore or no gore. There *may* be the odd squeamish gamer — but I doubt it!

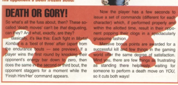
We've suffered haven't we, Sega nuts? There hasn't been a decent one-on-one beat-'em-up since *Pit Fighter* and *that* appeared in the first issue of SEGA FORCE!

I can't find fault with *MK*. The graphics are superb throughout. The fighters' animation is the best you'll see on the Mega Drive and the moves each character executes are absolutely astounding. There are *so* many manoeuvres. The challenge is which technique to use and when. The gutsy sound FX are great and the oriental theme tunes suit the game down to the ground.

You'll never tire of *Mortal Kombat*. If you knock the DNA out of the computer-controlled opponents, pit your wits against a mate; you'll play till the cows come home. *Mortal Kombat* lives up to its hype. You just *have* get this game.

Phew! All that and I didn't mention *Street Fighter II*... Doh!





DEATH OR GORY!

So what's all the fuss about, then? These so-called 'death moves' can't be *that* disgusting, can they? And what, exactly, are they?

Basically, it's like this: Each fight in *Mortal Kombat* is a 'best of three' affair (apart from the endurance bouts — see preview). If a player wins the first round by knocking their opponent's energy bar down to zero, then does the same in the second or third bout, the opponent staggers for a moment while the 'Finish Him/Her' command appears.

Now the player has a few seconds to issue a set of commands (different for each character) which, if performed properly and within the allotted time, result in their opponent popping their clogs in a spectacularly gruesome fashion.

Massive bonus points are awarded for a successful kill and few things in the gaming world offer the same degree of satisfaction. Mind you, there are few things as frustrating as standing there helplessly, waiting for someone to perform a death move on *YOU*, so it cuts both ways!



all six opponents; some fighters often appear more than once), it's time to meet Goro.

This ferocious four-armed fellow makes his debut the second you defeat the last endurance round opponent. He's certainly no pushover, demonstrated by the fact that he's supposedly held the Mortal Kombat title for the past 500 years!

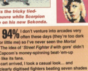
Provided you've honed your skills to a fine degree, you'll eventually floor the beggar, but don't for a minute think that brings instant imortality. For Goro, big as he is, has a master — Shang Tsung. And this guy's *really* heavy...

Taking the form of *any* of the *Mortal Kombat* fighters, he can swap between personas at will, instantly, and with little or no regard for your safety and well being. Tricky enough on the easiest skill level, just wait till you face him on the hardest!

Graphics are excellent throughout, each character digitised from real film images of proper actors and animated perfectly. Sound, too, is nothing short of brilliant, with decent tunes and clear, arcade-perfect speech samples adding to the atmosphere enormously.

Watch out, *Street Fighter II — Mortal Kombat* is poised for the kill! ■





Rayden attempts the tricky tied-shoelace manoeuvre while Scorpion checks the time on his new Sekonda.

WARREN 94% I don't venture into arcades very often these days (they're too dark and frightening for little me) so I've never seen the *Mortal Kombat* coin-op. The idea of '*Street Fighter II* with gore' didn't appeal, as I find Capcom's money-spinning beat-'em-up dreadfully dull — like its fans.

When the MD cart arrived, I took a casual look... and marvelled at the clearly digitised fighters beating seven shades of crap out of each other! No blatantly artificial carnival characters, like *SF II*, these are *real* bruisers dealing out pain to anyone tough enough to enter the arena.

When these guys win, the loser doesn't just bounce in slow motion — his blood, sweat and internal organs stain the ground! And though the gore is a major selling point and what many will love about MD *Mortal Kombat*, its graphics are still superb without them. The way sprites seem to put massive force behind blows and buckle in agony when they're on the receiving end make it more realistic than any other beat-'em-up.

To me, playing *Street Fighter II* is like operating a weird combination lock. True, certain *Mortal Kombat* moves also require you to memorise sequences of joypad directions and button presses, but they don't overwhelm the gameplay and often have a logical connection to the result onscreen. The many diverse moves *every* character has at their disposal make *MK* fights so much more interesting than those in *SF II*.

Up against the superlative graphics, gritty sounds, addictive gameplay and massive challenge of *Mortal Kombat*, Capcom's 'blockbuster' has lost the match before it's even arrived. I wonder what Acclaim's death move is...?

The Mary Whitehouse Experience

Okay, so it's been established that *Mortal Kombat*'s a pretty gruesome affair (once you've input that all-important code, of course!), and the great video game violence debate is sure to gather steam as a result. But what kind of (hard) line will the pundits pursue this time? Surely it's all been said before?

Instead of sitting back and waiting for it all to karate-kick off, we grabbed the bull by the horns and invited comments which would illustrate the arguments for and against.

We began with **Mary Whitehouse's National Viewers & Listeners Association**, whose General Secretary, John Beyer, issued these words of wisdom:

'Quite frankly, we don't believe these games are good for anybody, and the sooner the manufacturers realise what harm they're doing the better,' he said. But when challenged to provide evidence to back up his claims (many people have sought a direct link between what we see and what we do, but none have found one), all he could say was '...constant or prolonged exposure to blood and gore of this nature may make games players believe that violence can be a justified means to an end. Almost acceptable in some perverse way.



'We are also concerned,' he added, 'that children could try to re-enact certain parts of the game, thereby causing damage to themselves or others.'

Naturally, nobody wants to see console owners suffering in any way whatsoever from the games they play, least of all us. But we were still having difficulty accepting the fact that games do, in fact, have any adverse effect.

'We firmly believe that people *are* influenced by what they play,' he stipulated, 'and that their behaviour can be directly affected by what they watch onscreen. The fact that this game needs a special password or such like before children are exposed to it isn't an issue,' he warned, 'as kids today are very resourceful and, even if the code weren't included in the manual, they would still be able to find out what it is with little difficulty.

'Some children are able to overcome the effects,' he conceded, 'although many others are vulnerable. What these games do is rot the conscience and can make people begin to act out their fantasies.' Amazingly, according to Mr Beyer, 'even traditional roleplaying games can do the same thing.'

Despite being unable to prove any of the Association's claims, either medically or any other way, Mr Beyer stuck to his guns (even though they appeared to be firing blanks!).

For the flip-side on the gore debate, we turned to Acclaim themselves. Producers of the home console version of *Mortal Kombat*, if anyone would be prepared to defend the violence in print, it was surely they...

Moral combat

Managing Director of **Acclaim UK**, Nick Garnall, hit back at the National Viewers & Listeners Association in no uncertain terms, dismissing John Beyer's statements as 'very rash and badly-supported arguments. Mr Beyer's claim that they "rot the conscience" is a good example' he added, saying '...this is nothing short of alarmist nonsense. Where is the evidence?'

The code to 'protect' younger children from *Mortal Kombat*'s famed gore and appease parents seems to be a token gesture in a generation gap clash: 'It has always been the case that adults have found it difficult to understand the tastes of their children — look at past reaction to rock music and many television programmes,' cited Mr Garnall. 'But unfortunately, the next step for many is to attack what they don't understand.'

Acclaim's liberal view is that children of all ages should be allowed to enjoy entertainment of this nature without fear of reproach: 'Video games, like many other activities, give kids a harmless and exciting outlet for enjoyment and competition. The Mary Whitehouse Association statement that "we don't believe these games are good for anyone" simply reveals an ignorance of the facts and a blinkered unwillingness to accommodate other peoples likes and tastes.'

Fair comment, as far as SEGA FORCE MEGA is concerned. After all, our government



and many like them are at least partly responsible for global atrocities each year, and they don't have to justify their actions to us or, indeed, anyone.

If a direct link between the games we play and the way we behave is ever made, we'll be the first to sit up and take notice. Meanwhile, though, we're more inclined to believe that the act of playing a violent game such as *Mortal Kombat* is more likely to satiate the gamer's innate capacity for violence than spur them into physical action. What do *you* think?

PAUL 93%

If you're one of the thousands of Mega Drive owners who are waiting with bated breath for *Street Fighter II*, don't waste your time. *Mortal Kombat* wipes the floor with Ryu and his puny mates — they're no competition for any of the fighters vying for Goro's crown.

The first things you notice about *MK* are the incredibly clear digitised graphics — if you were impressed by *Pit Fighter*'s visuals these will blow your mind. Actors were used to make the game look as real as possible and this is the first time great digitised graphics haven't hindered an MD cart's gameplay.

Since it's a 16 Meg cart, there are loads and loads of moves. Learning them takes a few minutes, mastering them takes ages! You're probably well aware of the controversial death moves and a few parents may understandably be slightly worried. Fear not, Acclaim, sensible chaps that they are, have excluded blood and guts from the standard game mode.

Mortal Kombat's a great beat-'em-up which dumps on *Street Fighter II*. One-player games are good and two-player matches are an absolute scream (check out your mate's face when you rip his head off and survey his spinal cord!). What more can I say except make sure you've a few spare quid in September.



A nice clean punch before the code...

...and a messy one after it's entered.

Goro must do a lot of work with weights — just look at the size of his forearms!

Below: Reptile Man makes a rare appearance — this green meanie plays hard to get...

BLOODY REVELATIONS

With beheadings, hearts torn from chests and bodies burned to a cinder, there's already been much wailing and gnashing of teeth concerning the amount of graphic violence in *Mortal Kombat* — and the cart hasn't even been released yet!

The original coin-op was a blood-thirsty affair indeed, literally dripping in gory effects and, as usual, our moral guardians are concerned that young minds may be affected.

We at SEGA FORCE MEGA credit games players with more intelligence, however, and are happy to endorse the product to the full. After all, if anyone's offended by it, they don't have to play it, do they?

Acclaim, on the other hand, have taken the accusations rather more seriously, that's why their Mega Drive version of the game is totally bereft of bloody thrills (or spills). That's right — the gore has gorn! Or has it...?

The score on the gore

In fact, the blood 'n' thunder elements that helped make the arcade game such a success *are* there in full, but plug in the cart and you won't witness one drop of the crimson motion lotion.

Why? Because Acclaim figured it would be 'safer' to conceal the gore effects entirely, only allowing those in possession of a special code to access 'em, thereby appeasing the moral minority while still providing the kind of game many people, judging by the coin-op's success, like to play.

Anyone who buys the game will find the special code in the manual — so it's said, but we've yet to see a copy — but Acclaim aren't making a big song and dance about it.

To our minds, this is the perfect solution. After all, it takes only a few seconds to enter the special code, and most *Mortal Kombat*ants aren't going to quibble over that. On the other hand, those who think the gore elements are unnecessary or just plain sick — they *are* purely cosmetic, after all — needn't 'suffer' them.

If you prefer your beat-'em-ups a bit more (tomato) saucy, enter this code when you see this screen:

[A] [B] [A] [C] [A] [B] [B]

Mortal Kombat

Acclaim
£49.99

91	Graphics
88	Sound
92	Playability
94	Lastability

94

A gruesome game but none the worse for it. Get *Mortal Kombat*!

Out: September 13 — ☎ Acclaim Entertainment

Mortal Manoeuvres

It's been said that discovering each character's special moves is half the fun of playing *Mortal Kombat*, but in our experience, getting beaten to a bloody pulp time after time soon turns fun into frustration.

With this in mind, here's a handy playing guide to untwist yer knickers and hopefully keep your hair on your head. And yes, we've even included those dastardly death moves!

Johnny Cage

A world-famous martial artist and star of innumerable action pictures.

AGE: 29
HEIGHT: 6' 1"
WEIGHT: 200
HAIR: Brown
EYES: Blue

ELBOW = [A] (very close to opponent)
Can play merry Hell(bow) with their dental work!
Damage: Medium

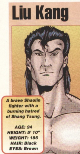
PACKAGE CHECK = D+[C] (No effect against Sonya, Goro or mirror-image)
Someone's after your family jewels... ouch!
Damage: Medium

DEATH MOVE = Stand right in front of opponent, F, F, F+[A]
Johnny's such a good looking fellow, many people have lost their heads to him!

SHADOW KICK = B, F+[B]
This guy's scared of his own shadow — so he should be!
Damage: Heavy

FLAME BLAST = B, F+[A]
Easily accessed and pretty flashy to boot.
Damage: Medium

Liu Kang



A brave Shaolin fighter with a burning hatred of Shang Tsung.

AGE: 24
HEIGHT: 5' 10"
WEIGHT: 185
HAIR: Black
EYES: Brown

FLAME BOLT = F, F+[A]
Kang's opponents don't need curry to suffer from 'ring of fire'.
Damage: Medium

ELBOW = [A] (very close to opponent)
A proximity-sensitive gob-smack with panache!
Damage: Medium

CONCORDE KICK = F, F+[C]
Works just as well as an evasive manoeuvre in tight spots.
Damage: Heavy

DEATH MOVE = Hold Bk, 360° rotation TO
One of the easiest death moves to execute (ho ho), although it's the least gory out of everyone's...







YOUR KEY TO VICTORY

In order to fully comprehend the intricacies of the various *Mortal* moves, just follow this key to the abbreviations used:

F	=	Forward (towards opponent)
B	=	Backward (away from opponent)
Bk	=	Block — the 'Start' button
U	=	Up on the control pad
D	=	Down on the control pad
DF	=	Down-Forward (diagonal)
DB	=	Down-Backward (diagonal)
TO	=	Toward Opponent
AO	=	Away from Opponent
+	=	Use commands simultaneously
[A]	=	Press button [A]
[B]	=	Press button [B]
[C]	=	Press button [C]



A US special agent, Sonya is an unwilling competitor in the tournament.

AGE: 26
HEIGHT: 5' 10"
WEIGHT: 140
HAIR: Blonde
EYES: Blue
BUST: Lovely!

Sonya Blade

PALM PUNCH = [A] (very close to opponent)
Don't get palmed off with feeble imitations, this one's a real gob-smacker!
Damage: Medium



ENERGY WAVE = Hold [A], B, B
Tricky to avoid but not too powerful.
Damage: Medium



LEG TOSS = D+[A]+[B]+[C]
Looks great and works well, but miss and you could be in trouble...
Damage: Medium

FLYING PUNCH = F, B+[A]
Another good evasive move, difficult to land one on-target, though.
Damage: Heavy





DEATH MOVE = F, F, B, B, Bk
Sonya blows a lethal kiss at the opposition — they'll be burning, all right, but not with desire!



HEAD BUTT = [A] (very close to opponent)
This Glasgow hand-shake is accompanied by a metallic 'ping'!
Damage: Medium



A mercenary member of the Black Dragon gang, and all-round rotten apple.

AGE: 35
HEIGHT: 6'
WEIGHT: 205
HAIR: Black
EYES: One brown, one infra-red implant

Kano

SPINNING BLADE = Hold Bk+B, F
A pair of vicious daggers spiral across the screen.
Damage: Medium

SUPER SPIN = Hold Bk+360° rotation, TO
Effective against most Kombatants and easy to get to grips with.
Damage: Heavy



DEATH MOVE = Stand right next to opponent, B, B, [A]
A particularly nasty move — would you expect anything else from such a low-life scumbag?





The yellow-peril is frightful spectre from another plain of existence.

AGE: 32
HEIGHT: 6' 2"
WEIGHT: 210
HAIR: Black
EYES: Vary!

Scorpion

BACKFIST = [A] (very close to opponent)
This move's got a sting its tail!
Damage: Medium



ROPE SPEAR = B, B+[A]
'Get over here!' — snare 'em with the spear, then drag 'em within striking distance...
Damage: Medium/Heavy

TELEPORT PUNCH = D, DB, B+[A]
Gets you out of trouble... and straight into the action!
Damage: Heavy

DEATH MOVE = Hold Bk+U, U
Take a deep breath, Kombatants, this one's going to singe your senses!





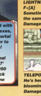
A thunder god with lightning reflexes, he's taken mortal form in order to compete!

AGE: Eternal
HEIGHT: 7'
WEIGHT: 350
HAIR: Black
EYES: None

Rayden

ELBOW = [A] (very close to opponent)
Even undead thunder gods need a little elbow room...
Damage: Medium

DEATH MOVE = F, F, B, B, B+[A]
This charged-up head-fry has utterly shocking repercussions for your enemy!



LIGHTNING BLAST = D, DF, F+[A]
Sometimes, lightning can strike the same place twice!
Damage: Medium



TELEPORT = D, D, U quickly
He's here, he's there, he's every bloomin' where, na na na!
Damage: None





TORPEDO = B, B, F
Crush your opponent against the nearest wall, then wack 'em when they get up!
Damage: Heavy



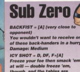
A mysterious Lin Keui ninja warrior with a chilly disposition.

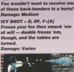
AGE: 32
HEIGHT: 6' 2"
WEIGHT: 210
HAIR: Black
EYES: Brown

Sub Zero

BACKFIST = [A] (very close to opponent)
You wouldn't want to receive one of these back-handers in a hurry!
Damage: Medium

ICY SHOT = D, DF, F+[A]
Freeze your foe then smack 'em at will — double freeze 'em, though, and the tables are turned.
Damage: Varies





DEATH MOVE = F, D, F+[A] Arguably the game's most grisly graphical effect — not for spineless wimps!



POWER SLIDE = DB+[B]+[C]
More of a defensive move than anything — ducks below most things.
Damage: Light





Mortal Kompetition

Win A Mortal Kombat Coin-Op Machine ● 25 Mortal Kombat T-Shirts
50 Mortal Kombat Badges ● Plus Two Bottles Of Limited Edition MK Champagne!

Prepare yourself for the fight of your life — *Mortal Kombat*'s on its way! Although the game's tough to beat, the *real* aggro comes when you enter this exclusive Mortal Kompetition… with a magic *MK* coin-op worth £3,000 up for grabs, you can bet your life competition will be truly fierce.

Having grabbed gamers worldwide well and truly by the jugular, *Mortal Kombat* is an arcade experience not to be missed. But at 50p a throw it's anything but cheap, especially when you consider that the arcade opponents are even tougher than the Mega Drive dudes.

The overall winner won't have any wonga worries whatsoever, though, for they'll receive a brand new official *Mortal Kombat* coin-op, delivered directly to their door. That's right, one lucky reader will be able to impress their friends, bore their girlfriends and annoy the neighbours, morning, noon and night!

Don't think for a minute that there's any element of luck here — a total of TEN would-be coin-op winners will be selected, then whisked away to the Impact Magazine offices for a day of coin-op *Kombat* fun. They'll enter a knock-out competition, the overall winner of which gets to keep the cabinet.

Got that? Good! Now get practising…

Insert koin

With only one coin-op up for grabs and so many entries expected, **Acclaim** figured there'd be a sack-load of mortally upset readers out there in Sega City. So they've come up with a gargantuan Goro-sized bundle of runners-up giveaways to soften the blow (ouch!).

So to combat the effects of disappointment, all ten finalists and the next 15 correct entries out of the bag each receive a special *Mortal Kombat* T-shirt AND badge, and a further 25 get a badge.

As well as all these phenomenal freebies, two (over 18) runners-up will get to glug on a bottle of bubbly for their troubles. Specially prepared for the launch of the game, these classy gifts are certainly worth holding onto: In another hundred years, you'll be able to pop along to the *Antiques Roadshow* and appear *genuinely* surprised (on Holo-TV) when they tell you it's worth the price of a small Caribbean island. Failing that, you could always guzzle it! ■

Don't pay to win!

In order to enter this competition and stand a fighting chance of winning, just answer these three *Kombat*-related queries:

1. Which *Mortal Kombat* character has four arms?

....

2. What is the name of the only female character?

....

3. Which character wears a silver face mask?

....

Name..........

Address..........

....

..........**Postcode**..........

Phone No..........

That's the easy bit dealt with — the *real* challenge will be beating nine other *Kombat* fanatics, come the day! Send your correct coupons (or a photocopy) to: **Mortal Mayhem Komp, SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire SY8 1JW**.

The closing date is **August 30**, so let the best (wo)man win!

Please tick if you don't want to receive promotional material from other companies ☐

previews

Sonic CD

Mega-CD ● Sega ● Out: September (Japan)

At last, Sega's CD machine's getting the game it should've been bundled with in the first place: a remix of the blue hedgehog's adventures.

Ever since *Sonic 2* burst onto the gaming scene, Gutter Snipe and the rest of the team have been inundated with letters asking when *Sonic 3*'s coming out. Not for a while yet, is the answer — but at least CD owners can get a decent fix in the interim...

The story takes place on a migratory asteroid called Little Planet, which floats over Sonic's home of Never Lake once a year. Little Planet's a world of miracles where magical gems can control time itself.

When Robotnik learned of these Time Stones, he took over Little Planet and chained it to the ground. Robotnik's reshaping time to realise his grand vision of world domination.

A *pink* hedgehog now?

Sonic, meanwhile, is unaware of Robotnik's misdeeds and makes his annual visit to Little Planet. He isn't alone, but his unwanted assistant *isn't* Tails. No, it's Amy Rose, a young, pink hedgehog who's nicknamed Rosy the Rascal.

Rosy became a huge Sonic fan after her fortune-telling talents lead her to believe she'd eventually marry Sonic. This comes as a big surprise to our blue buddy, who has much more on his mind than day dreams.

Sonic, the unwelcome Amy in tow, goes to Little Planet, where Robotnik has prepared dastardly traps for our hero. Sonic discovers Robotnik's evil plans when he avoids a trap, only to see Amy whisked away in a flash of light. And that's how Sonic's latest multi-level adventure begins, boys and girls.

Time for a change

The game system's virtually identical to that of *Sonic 2*, so use the techniques developed there. But Sonic goes even faster than before at certain stages — fast enough to time-travel.

Sonic has to travel between the past, present and future to undo the doc's time-based shenanigans. At certain points, Sonic warps to a different time to avoid traps and get around insurmountable obstacles.

Because of the three different time zones, each stage can be considered as three different levels, with distinctly different maps — there are *lots* of places to explore. Depending on what Sonic does in the past, the present and future are reshaped, so there's a possibility that *Sonic CD* will have multiple endings.

Petal to the metal

Sonic faces the usual assortment of robots (this time fuelled by flowers), Robotnik's tough end-of-level creations and even a mechanical Sonic, which travels four times faster than Sonic.

The bonus rounds, where Sonic seeks out Time Stones, make use of the Mega-CD's graphics scaling capabilities. Sonic wipes out enemies on a smooth scrolling field with a cool 3D effect.

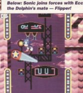
As you expect from CD, music and sound effects are brilliant. An introductory four-minute cartoon consists of over 5100 frames, much smoother than the typical Japanese cartoon.

That's all the information we have for Sonic's biggest adventure right now. As soon as we learn more, you'll be the first to know. ■

From what we've seen so far, Sonic CD looks like another winner — animated backgrounds, loads of colours etc.



Below: Sonic joins forces with Ecco the Dolphin's mate — Flipper!

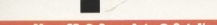






Running rings around the opposition once again — Sonic CD promises to be the best blast yet...

Silpheed



With the possible exception of *Sonic*, this futuristic shoot-'em-up is the most eagerly-awaited Mega-CD title so far. The SA-77's armed and ready for launch...

If you thought the SNES's *StarWing* had impressive 3D for a home machine, think again. *Silpheed* sets the standards by which all 3D polygon games will be measured.

Though *StarWing*'s an excellent shoot-'em-up, its limit of 120 polygons per screen makes for crude, origami characters. No problems on that score here: By relying heavily on both Mega Drive and Mega-CD CPUs, *Silpheed* uses up to *half a million* polygons and fractals.

In close-up, the Silpheed SA-77 rocket fighter is composed of over 2000 polygons for a wickedly realistic look. Even the most jaded game fans will be blown away by the major league between-stage animation.

Sadly, the story's nothing out of the ordinary. In the distant future, galactic terrorists hack into Earth's central computer system and turn the planet's automated weapons systems against mankind. A manned space armada, unaffected by the computer, is mankind's only hope.

SA specials

Once the game gets rolling, however, the dramatic visual effects and superb CD soundtrack grab your complete attention. In one climactic scene, the SA-77's star cruiser is drilled by a massive laser blast, which obliterates it into tiny shards. Such spectacular effects are used throughout to keep your knuckles white and adrenalin flowing.

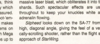
Silpheed looks down on the SA-77 from a high, diagonal angle, giving the feel of a vertically-scrolling shooter, rather than the flight sim approach of *StarWing*.

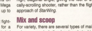
Mix and scoop

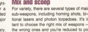
For variety, there are several types of main and sub-weapons, including homing shots, bi-directional lasers and photon torpedoes. It's important to choose the right mix of weapons — use the wrong ones and you're reduced to polygon fragments in no time.

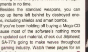
Besides the standard weapons, you can scoop up items left behind by destroyed enemies, including shields and smart bombs.

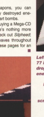
If you've been holding off buying a Mega-CD because most of the software's nothing more than updated cart material, check out *Silpheed*; the SA-77's going to make waves throughout the gaming industry. Watch these pages for an in-depth look soon. ■







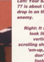


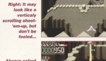


Nearly 500,000 polygons and fractals are incorporated in Silpheed's graphics — count 'em!

Right: The between-level animation is stunning.







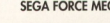
Left: Your SA-77 is about to drop in on the enemy.

Right: It may look like a verticaly scrolling shoot-'em-up, but don't be fooled...

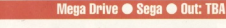




Always select the right tool for the job — try blasting the baddies with the wrong weapon and you've had it!



Virtua Racing



The coin-op brought revolutionary 3D sculpted graphics and unparalleled multi-player racing. Where better for Sega to unveil their new Super Processing chip but the Mega Drive conversion?

Sega's cool arcade racer is coming soon to you Mega Drive fans. The original Formula One coin-op makes stunning use of polygons to deliver totally realistic 3D driving, which might worry our more technically-minded readers. To achieve smooth polygon animation, you need a very fast CPU — if you don't, you get the creaky slowness evident in most MD flight sims.

For that driving sim feel, view the races from the car's cockpit. Let's hope the tyre graphics are redefined...

Sega overcome this problem with a new co-processor chip which cranks up the performance of the Mega Drive CPU. Sega claim their Super Processing chip is far superior to **Nintendo**'s Super FX chip, used in *StarWing*.

These screenshots are from a very early version; the finished product will feature fully rendered backgrounds and realistic mechanical details. Though *Virtua Racing*'s far from completion, this version's extremely smooth, speedy and quite playable.

Right: Here's the bridge first seen from the cockpit, below left. This view gives more time to react.

If you were only expecting the level, refined tracks you see in real Grand Prix races, look at that twisting rollercoaster of a road!

Just like the arcade original, there are four viewpoints: from the driver's cockpit, behind the car, diagonally above and behind, and further away, diagonally. It's too bad MD *Virtua Racing*'s strictly a one-player game, but with the new chip, a 16 Meg memory and battery back-up, it should prove a real eye-opener. ■

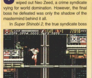
Super Shinobi 2

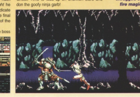
Mega Drive ● Sega ● Out: TBA

Sega have revived Joe Musashi and the old ninja formula, picking up where one of the first ever Mega Drive games left off. Stealth is the key.

Joe Musashi, the out-of-time ninja, is back for the third *Shinobi* but second *Super Shinobi* game. In his last hack and slash adventure, Joe *thought* he wiped out Neo Zeed, a crime syndicate vying for world domination. However, the final boss he defeated was only the shadow of the mastermind behind it all.

In *Super Shinobi 2*, the true syndicate boss returns to exact revenge with a new, bigger and badder mob of bloodthirsty criminals called Neo Ghost. Time to load up on shuriken stars and don the goofy ninja garb!

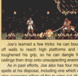




Joe Musashi charges at a looming Samurai at the end of the cavern section.



Left: Joe has four types of ninjitsu magic. Here, stiff competition has shrugged off fire magic.



Joe's learned a few tricks: he can bounce off walls to reach high platforms and has toughened his grip, so he can dangle from ceilings then drop onto unsuspecting enemies.

As in past efforts, Joe also has four magic spells at his disposal, including one which creates awesome pillars of fire to wipe out all but the hardest of bosses. In certain stages, Joe rides a horse and a powered surfboard.

Super Shinobi 2's graphics and gameplay are more spectacular than earlier efforts, but will it put paid to Joe and the Neos? ■

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Gutter Snipe

And that's three shillings tuppence-ha'penny change, Mrs Wiggins-Thrumpstead. Mind you, don't get your fingers caught in that mangle when you get home, those machines don't come cheap these days...

...Bunions still giving you gip, Ena? Get rubbing with a nettle, dip your toes in pig excrement and sprinkle on a teaspoonful of hen droppings. I find it does the world of...

Oh, hello! Caught me off guard, there. I'm at the Black Country Museum in Dudley this month, serving behind the counter of ye olde worlde chemist's shoppe. It's a wonderful place, this. Apparently, they moved the shop here brick by brick.

Nothing unusual where *I* come from. Our local council has adopted the same sort of policy to cut down the housing waiting list. They're moving all the public toilets from Tunbridge Wells to a site just around the corner from my maisonette. The new folk seem friendly enough, but because their bijou-residences back onto a flour factory, they're dusting knick-knacks all day long if they leave the windows open.

Back here at the pharmacy, I'm *really* getting into character. A red-faced youth came in just five minutes ago looking for a box of contraceptives. I gave him a surgical stocking. I think I put a dent in his self-confidence.

And then there was old Mr Grimshaw with his lazy... What was that? Oh, right... Just had word on the mobile... errr... sorry, carrier pigeon — I'm needed back at the office to answer a few letters. I don't particularly want to leave. There's *such* an atmosphere here. Gimme Victorian England any day! Cobbled streets, dead dogs, rickets, TB, people coughing up blood.

Oh well, while I make the trip back on badly-Tarmac'ed B-roads, make a note of the address and clock what you can win if *yours* is the Letter of the Month...

It's all very CD

Dear Gutter Snipe

I'd like it known I was once a proud Mega-CD owner. I *still* own a Mega-CD, only I'm not so proud.

The reason? I'm pissed off because I've found out what causes that terrible grainy effect on most CD games. A friend informs me a Mega-CD can only display 16 colours, which is why we won't see clear, movie-quality images on future CD games. Is he telling porkies or will we be cured of this poxy grainy stuff? Please put my mind at rest.

I just hope I haven't wasted £270. If so, I might as well put my new Mega-CD where it belongs — in the bin. I'm sorry, but it's just not fair that we have to shell-out so much dosh for a product that lacks, as far as I'm concerned, one of the most important features of video game entertainment: film-quality graphics.

Mr N Maffei, Nechells, Birmingham

Dear Mr Maffei

I'd like it known I was once the proud owner of a green body-warmer, complete with sew-on patches including such legends as 'Honk if you love Jesus', 'We've seen the St John's Ambulance at Alton Towers' and the classic 'My other bra's a Cross Your Heart'.

Let's put a few things straight. The Mega-CD wasn't produced just to create Full Motion Video games. There are some smart titles on the horizon that don't use digitised movie footage. Take Batman Returns, *last issue.*

Look at it this way, the Mega-CD allows us to interact with games, control real-life images. You can make your own videos, almost direct your own movie (ie, Night Trap*). It's a smart piece of machinery.*

The games you're seeing at the moment, Mr Maffei, were produced well over 18 months ago. It's only now that programmers are discovering the true potential of the Mega-CD. It's true the Mega Drive can't handle many colours at the same time but game producers are finding ways around this and you'll see the difference in future products.

Steve's seen CD stuff at the CES show in Chicago and Mat and Ade have clocked what Imagitec are producing in sunny Dewsbury. The

Flashback cash lack

Dear Gut

In Issue 18, you said *Flashback* was £39.99. Being two pounds short, I waited a week for my pocket money then trotted off to Dixons and said to the assistant, 'Can I have *Flashback* please?'

The assistant said, 'Okay. That's £44.99, please.' I got all embarrassed and said, 'Oh. Sorry, I haven't enough.' I walked out of the shop feeling rather brassed off.

By the time you get this letter I'll probably have the game, but the thing is, who gets the prices wrong? You or the shops?

Steven Huddleston, Ashtead

Ahem. It was us. Bye... (you can't leave it at that, Gut. Aren't you going to explain? —Ade). Oh, all right then.

When we get a game for review, the price is usually one of the last things finalised by the software house. If they're unsure of the price when we contact them, we put TBA (to be announced) in the ratings box. We weren't told Flashback *was going to be £44.99.*

Apologies if our mistake caused mass embarrassment. Games with more memory are getting more expensive. Sad, but true. **GS**

Win a free make-over from us, with love

Yes indeedy! Our prizes keep on getting better. If your scribblings win the prestigious title 'Letter of the Month', we'll whisk you off on an all-expenses paid trip to Nantwich where you'll meet Madame Brouillard, proprietor of the Chez Nous Health & Beauty Clinic.

You'll be pampered and preened, preened and pampered by a team of dedicated staff who, we guarantee, all have their City & Guilds in brick-laying and panel-beating. And, to round off your day, Jane Asher, that top light entertainer and creator of many a good party cake, will be on hand to offer hair and beauty tips.

Just *look* what happened to a member of our staff when they visited Chez Nous. A complete transformation, I'm sure you'll agree.



Get you letters in to **Gutter Snipe, SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire SY8 1JW**. Just off for a facial... (actually, this is a load of old goat's gonads. You win a cool SEGA FORCE MEGA T-shirt and magazine binder. Just thought I'd mention it —Ade).

future's looking rosy for Sega's wonder toy. Like everything new, it pays to be patient. Don't give up on the Mega-CD.

Oh, and remember, Birmingham New Street is a No Smoking station. Thank you. **GS**

Four in a row?

Dear Gut

Your mag is probably — what do I mean, 'probably'? — is THE best mag around. I've a couple or three questions to ask you.

Are you married? That's the King Daft of questions.

Is there going to be a *Double Dragon 4*? Is *Desert Strike* better than *Tiny Toons*?

I've sent a piccy of me. Ain't I cute?

Glen Houghton, Merseyside

Dear Glen

Delightful pic. Sorry I can't publish it. Your settee could upset some viewers!

I'm not married. That's not to say I haven't had offers. Nerys Hughes, Paula Wilcox, Anita Harris... they've all been on bended knees when I've entered a room (errrr... I think we'll end it there, thank you, Gut —Ade).

There are no plans for a Double Dragon 4. *If there are any bods from software houses reading this, please don't inflict more of that Chinese Water Torture they call a beat-'em-up. Cheers!*

As for which is the better out of Desert Strike *and* Tiny Toons, *well, it depends what kind of games you like. If you're a platform boffin,* Tiny Toons *is one of the best of its kind. If strategy shoot-'em-ups have you spinning around like a whirling dervish,* Desert Strike *and the sequel,* Jungle Strike, *are the cream of the crop.* **GS**

A touch of screening

Dear Gutter Snipe

Well, well, well! Haven't you gone posh? Glossy cover, shiny paper, whole new image — well smart! Congratulations on an excellent first issue of SEGA FORCE MEGA.

There are a couple of things I need to pick your brain about. I've noticed a change in your screenshots. The Mega Drive and Mega-CD shots are a hell of a lot clearer than they used to be in SEGA FORCE. They're terrific! What's happened?

I love G-FORCE. However — and I hate to say this — I think you're pulling the wool over our eyes. Your Game Gear screenshots have changed dramatically. They're not as fuzzy. Are you using Master System screens? We need to be told!

Keep up the good work.

Steven Radburn, Wyke, Bradford

Dear Steven

Are you trying to tell us we were common as muck before SEGA FORCE MEGA came along? Far be it from me to brag (but he's going to —Ade) but I've always had higher moral standards than the rest of the crew.

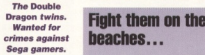
If I'm sitting here picking my nose, for example, I don't wipe it under the desk like our friend from Wolverhampton — I roll my bogies into shapes and make jewellery. Why, only the other day I spotted Princess Diana wearing a pair of my budgerigar earrings. They took ages to make. Had trouble with the beaks.

Anyway, I'll put your inquisitive little mind at rest. We set about finding another system to take screenshots as a result of the reader survey in SEGA FORCE. Some said our shots were a little blurry. Unlike most magazines, we do listen to what you say and, most importantly, take action!

We're so excited about our Game Gear shots (yes, we lead sad lives!). When we decided to produce a section for Game Gear owners, quality of screenshots was top of our priorities. We didn't want to offer handheld nuts second best. So a special system's been made, especially for us, to capture Game Gear shots.

I think you'll agree, they're pretty obliging. I don't mind sticking my neck out when I say they're the best Game Gear shots around. I don't like to bitch (oh yeah! —Ade) but the shots in some mags look as though they've been taken through my Auntie Ivy's net curtains. Bless her! Smells like wee but she's got a heart of gold. **GS**

The Double Dragon twins. Wanted for crimes against Sega gamers.



Look at our delightful GG screenshots...

...and gaze in awe at other mags' GG pics.

Slipped disc

Dear Sir

With the release of the Mega-CD and the hype surrounding Sega's latest step towards kicking Nintendo into touch, I decided to buy one. With the CDs being released and the capacity for bigger, better and hopefully more challenging games, the future's looking good.

The only question I have is this: Nintendo will no doubt release a CD games console as soon as possible. Does this mean I can play my Sega discs on a Nintendo machine and vice versa, or will Nintendo's discs be larger/smaller?

I can't really see the point of Nintendo trying to break the stranglehold Sega have on the CD games market. What is there left for Mario to do? Surely it's about time to bid farewell to Nintendo and long live Sega.

SP Cracknell, Chelmsford, Essex

Dear SP

Hold on a sec. I'm having a bit of a dilemma. You see, I was in the 'ten items or less' queue at the supermarket this dinner time. 'Nothing untoward about that,' you might say. Yes, but the old bloke in front of me had **11** *items!*

I'm racked with guilt. I didn't say anything to the girl behind the check-out at the time and now I'm back at the office, my conscience is well and truly pricked. I feel I should telephone the supermarket and tell them what I saw. What do you reckon?

Oh heck! I know you can't answer ▶

You've bin framed!

Ta-dah! How many times must I tell you, Ade, don't send photos of your brother? (I haven't got a brother —Ade.)

No, actually, my 'You've bin framed' victim this month is **Gary Spencer** of **Spalding, Lincolnshire**. The pic was sent in by his girlfriend, **Donna Owen**.

She tells me Gary doesn't know I've got my hands on the shot. He'll get the hump when he finds out, Donna. As you can see, Gazza's wearing the latest Paris fashion. Nice wallpaper, Gary. Habitat seconds, by any chance?

Well, me fella, me lad, your sweetheart took a chance and fortunately, it was worth it. You've won this month's MYSTERY PRIZE. I'm afraid I can't tell you what it is because... errrr, well — it's a mystery!

Don't know the face, but the name rings a bell.

Think *you* can do better? If you've an embarrassing photo of your kith (kith *n.* acquaintance, kindred) or kin (kin *n.* family, relatives — *a.* related by blood), send it to me at **GUTTER SNIPE, YOU'VE BIN FRAMED, SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire SY8 1JW**. Enclose an SAE if you want it back.

Fight them on the beaches...

Dear Guttering

The time has come to step forth and speak our minds. The excessive price of computer games has come to light again. Many gamers have been fighting for our freedom to speak.

The powers-that-be are taking advantage of us. The unemployed are unable to afford console games. We've been fighting hard to reduce prices, but not hard enough, it seems.

So if Sega and Nintendo don't meet the demands of the public, perhaps *their* public should be taken away from them? Perhaps we should stop buying games for a month and make the great game gods sit up and take note.

Oh, one more thing. What the hell are you trying to do — give me a heart attack? I read an advert in SEGA FORCE 19 hailing, 'SOON, SOMETHING WONDERFUL IS GOING TO HAPPEN.' I turned the page to find, 'AT THE END OF JUNE, WE'RE SPLITTING.' Talk about cardiac arrest! You're supposed to gain readers not kill them off!

I'm over-reacting again. I'm glad you're doing two mags. Less hassle all round.

Garrie Barber, Ramsgate, Kent

Dear Garrie

Chain yourself to your bra. Burn your railings. Just two cost-effective ways of getting your point across.

Sega are starting to budge a wee bit over prices. In June they announced 40 of their older Mega Drive titles would be re-released at £19.99. Problem is, half of them are a pile of cack and many MD owners will have the better titles anyway.

MPs are looking into the price of carts. Let's hope John Major likes hedgehogs. Apparently, he was last seen holding one by the... (this isn't a scandal mag, thank you, Snipe —Steve).

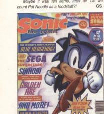
Glad you like the split. It gives us more room to concentrate on games for all machines. **GS**

letters

right now, so while I ponder over that, I'll leave you to ponder this: The Nintendo CD machine won't be with us for a while. When it does arrive, you won't be able to play your Sega discs on it. The Nintendo machine won't be able to read the code on Sega discs and vice versa.

Sega definitely have the trump card at the moment — it's going to take something extra special from Nintendo to knock the tiara off the Mega-CD.

Maybe it was ten items, after all. Do we count Pot Noodle as a foodstuff?! **GS**



It's comical

Dear Gutter Snipe
I'm not going to ask about *Sonic 3* because I hate Sonic. Is *Alien Rebels* coming out on the Game Gear?

This new Sonic comic is a big rip-off. It took me ten minutes to read. At £1, I don't think it's worth the dosh.

I've a problem with the price of games, too. I bought *Donald Duck* and completed it in a couple of days.
LB Westby, Shropshire

Dear LB
You must come from a cricketing background — your initials are LBW. Hey, that's pretty good for me, seeing as the closest I've ever got to sport is being trapped on a roller-coaster with Torville and Dean at Gulliver's Kingdom!

No luck with Alien Rebels *on* Game Gear, *I'm afraid. The* Sonic *comic isn't bad. Remember, it's not a hundred-page console mag, so it won't take that long to read. Why not write to the editor with details of how you think it could be improved?*

I don't know anyone who's happy with the price of Sega games. The situation's made worse when you shell-out £30 or £40 and finish the game, as you did, in a few days. Stick with SEGA FORCE MEGA, LB, we'll inform you whether a game's worth its salt or not.

Well, I would say that, wouldn't I? I'm hardly likely to tell you to trot off and read a rival mag. Sometimes, I'm so — what's the word... (thick? stupid? ignorant? —Ade) ...hmmmmm, I'll come back to you on that... **GS**



Get your goat up...

Dear GS
I am EXTREMELY annoyed. You name the month a game's to be released and I start saving my hard-earned pennies. I race down to my local computer store at the start of the month, expecting the game to be on the shelves, only to be told by the assistant, 'Sorry, it's not out for another couple of months, mate.'

Why do you get it wrong?
Graham Colins, Gloucester

Dear Graham
Calm down, young man! What's got your goat up?

I'll give you an honest answer. No smelly stuff from bulls' bottoms round here, kiddo. We produce SEGA FORCE MEGA a month in advance. When we telephone a software company for a game's release date, they give us the latest date they know. This isn't always the FINAL release date.

Sometimes, when our mag goes off to print, a software house announces a game has slipped (ie, red tape, pricing problems, waiting for the green light from Sega etc) and won't be released during the month we stated. It's too late to change things by then because the mag's ready to hit the shelves. If a software house are unsure about a release date, we don't state a month.

Just for you, Graham, my likkle picnic hamper, I'll go round smacking bottoms. Hmmmm... could get to enjoy that. Find a haddock and rub... (ssssssNIP! —Steve). **GS**



Amiga, amigo

Dear Gutter Snipe
I need help. I have a Mega Drive and eleven games. Now I've seen the Mega-CD, I desperately want one.

Thing is, my parents won't buy me one. They're going to get me a crappy Atari or Amiga. What can I do?
Tom Zanmit, Eltham, London

Dear Tom
Simple solution — weep! I remember yearning for a torso like Adonis and the brain of Carol Vordermann. I got Lego™. Parents never get you what you want, do they?



WHAT'S IN

Mortal Kombat
Dinosaurs
Your left leg
Shorts
Paul's mum





WHAT'S OUT

Chester Cheetah
Poodles
Your right leg
Baseball caps
Charles & Eddie



I suggest you forget about owning a computer or console. Get your mum and dad to buy you a rabbit hutch. Stick it in the middle of your living room and spend the evening looking at it.

I'm convinced rabbit hutches are a major contribution to family bonding. Try it. You might surprise me and you might surprise yourself. **GS**

Use proper protection

Hi, Gutter Snipe
I need a few questions answering and I'm told you're the person to ask.

I've bought an Asian Mega Drive. Which Mega-CD will I have to get? If Sega introduce protection chips for carts, which type of cartridge will I need to buy? My Mega Drive has been converted to run all games at the moment.

On the back of my Mega Drive box, there are details of a Mega Modem. Any idea if it's out here?
Richard Bush, Chingford, London

Dear Richard
Welcome, Mr Bush. I knew your wife — Rose.

Paul's our technical man and he informs me if your Asian Mega Drive is PAL compatible, a British Mega-CD could be the one for you. If it's NTSC, you'll have to buy a Jap Mega-CD. Remember, though, British Mega-CD games don't work on Jap machines.

It's always best to check with your local Sega dealer if you're unsure. Specialist shops are more 'in the know' than many of the major high street stores.

Protection chips are already implemented in

Know Shinin' Force?

Dear Gutter Snipe
I'm a fan of roleplaying games, yet I'm disgusted at the poor quality *and* quantity of games around.

Shining In The Darkness was an excellent Mega Drive RPG, but look how long ago *that* appeared! What are Sega up to?
Susan Baker, Penkridge, Staffordshire
PS By the way, I've enclosed a pic of a bunch of cherubs taken well before Sharon Stone was a sex symbol! My cousin, Helen, used to go to school with a member of your crew. Guess which one?!



Dear Susan
I thought roleplaying freaks locked themselves in attics and ate lentils for a living? You actually sound human, Sue. Don't mind me calling you 'Sue', do you? Better than lilly-livered, work-shy fop, I suppose.

If you lived in the Land of the Rising Sun, you'd be in your element. They luuurrrrvv RPGs over there. Thing is, we very rarely get to see them in the UK, probably because someone somewhere can't be bothered to translate the Japanese text into English.

The next big RPG in the UK is Sega's Shining Force. *It's out in a month's time. You'll be eating lentils in a darkened room with the light off when that comes along. It's incredibly involved. As they say in the biz, 'Watch out for the full review in SEGA FORCE MEGA real soon.' (Why do they always say 'full' review. It's not as if we're going to half review it!)*

As for the little angel, we've circled him on the pic. Any ideas who it is, readers? **GS**

some games. If you've had your machine converted to run games from Japan, America and the UK, you should be okay. For the majority, a code-locked game will only work on the machine it was produced for. So, for example, an American version of Muhammad Ali's Boxing *only works on an American machine.*

The Mega Modem pics appear on the back of Asian MD boxes. Sega tell us they've no plans to release it over here at present.

That's your lot, Mr Bush. Give my love to your daughters, Am and Prickly. (Can we have a slightly less technical set of questions in the next one, Steve? Anyone'd think I was a researcher for Tomorrow's World.*)* **GS**

Drongo Fan Club: Part 2

Dear Gutter Snipe,
Following on from last month's mickey-take, I've enclosed several examples of letters you'll probably receive over the next few weeks (not from me, I assure you!).

1. Dear SEGA FORCE MEGA/MASTER FORCE
Your magazines are brill, well 'ard. The rest are @$*%...

2. Dear SEGA FORCE
I went to the shops to get this month's SEGA FORCE. I can't find it. I saw SEGA MASTER FORCE and SEGA FORCE MEGA. Are they cashing in on your name?

3. Dear SEGA FORCE MEGA
I think there's too little coverage of the Master System in your magazine.

4. Dear Mr Adrian Pitt
You could have already won a dream home in the Reader's Digest Prize Draw. Yes, you, Mr Adrian Pitt of...

5. Dear Sir
The post of Mr Schwarzenegger's stunt double has already been filled. If you would resubmit your Curriculum Vitae at a later date...

Clive Bilby, Basildon, Essex

Dear Clive
My God! I've found someone on my wavelength at last! Do you know something, Clive (well, you probably don't, so I'm going to tell you), I'm still getting letters like 'What's the best game on the Mega Drive?' 'What's the worst game on the Mega Drive?' — even after last month's list of 'do's and 'don't's.

Don't think Ade's ever won anything. Own up, do you know someone who's won something in a Reader's Digest Prize Draw? If you trotted into your local drinking emporium (as long as it was open, you'd be arrested otherwise) and enquired, 'Has anyone ever won anything from Reader's Digest?', you'd probably get the response, 'No! But I found 58 encyclopaedias on my doorstep when I woke up this morning.'

What's the plural of road atlas? **GS**

Luscious Leeds lady in Lemmings shocker!

Dear Gutter Snipe
I'm a great fan of the game *Lemmings*. Well, more than a 'fan', I'd call myself an 'addict'. I can't leave the game alone!

My husband says I'll get square eyes looking at the screen for so long. He's only jealous 'cos he's not getting his 'fun upstairs' (if you get my meaning?!). During the commercial break of *Take the High Road*, after I drop my daughter at school, during a recent Tupperware party — the game's on *all* the time!

Firstly, is there any known cure? I feel I *have* to drag myself away from my Mega Drive for the sake of my sanity and my marriage. Secondly, when's *Lemmings 2* coming out?!

Jennifer Charlton, Leeds

Dear Jenny
Well, what a sorry soul you are! Usually, it's the snooker that puts people off sex. Your husband lies there, watching Jimmy White potting the pink (fnarr! A little sexual innuendo never did anyone any harm), and you end up chatting about cystitis to your next-door neighbour, who's just popped by to check the Tog rating on your continental quilt.

I must be the only person in the entire universe (and that includes Tenbury Wells) who hates Lemmings. *I get frustrated really easily, you see. 'That's McDonalds' cola, sir.' Aaaaarrrrggghhhhh! Yes, I KNOW it's McDonalds' cola, I'm not standing in Freeman, Hardy and Willis!*

Lemmings 2 *is out on the Amiga. Steve's played it and he reckons it's excellent. A Sega version can't slip through the net. I'm sure there's one in the pipeline but there's no official release date yet. We'll keep you teetering on the edge of a cliff (love your new single, by the way, Mr Richard), until we know the full goss.* **GS**

CUTEY-POD GOES FOR A WALK



THINGS THAT MAKE YOU GO 'HMMMM...'

Feel mighty real

Letter of the month

Dear Gut
On behalf of thousands of gamers — what the f$@* is going on?

What am I talking about? Sega introducing movie-type ratings for games. The first is *Night Trap*. It's been given a PG certificate! Is this going to kill gaming as we know it?

The reason they're doing this, I'm told, is because the game contains scenes of a violent and explicit nature. I thought games were designed to bring realism into your living room? With this scheme, younger gamers won't be able to get the games they want. They'll have to wait till they're old enough, by which time the games will be outdated and not worth buying.

As it is, there's violence and smut on the telly before the 9pm watershed, so why the hell can't Sega produce realistic games without penalising themselves? Not only will they suffer saleswise, but us gamers will suffer, too.

Martin Adil-Smith, Ickenham, Middlesex

Dear Martin
It's a funny old world, isn't it? I think you've been a bit hasty, knocking Sega. I think you'll find it was a touch of the old arm-twisting from MPs and pressure groups that led Sega to rate Night Trap.

It might not seem fair, but some people aren't as open-minded as you, Martin. The minority may take offence to certain scenes in Night Trap. *What the MPs want is parents to have the final word on what their youngsters play, hence the PG rating.*

I'd be interested to hear what the rest of you think about game certification, especially parents of younger gamers. Do you think it's a good idea? I'll print all replies I receive in this section.

Congratulations, Martin. Your comments have won you my Letter of the Month accolade. Your T-shirt and binder will be with you shortly.

If you've got something you want to get off your chest and think it would make a good debate for a future issue, jot down your thoughts and send them to **GUTTER SNIPE, THINGS THAT MAKE YA GO 'HMMMM...', SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire SY8 1JW**. *I want spice. I want juice. I want raunch, luvvers!* **GS**

WISE WORDS

If all the world's a stage and we are the players, then most of us are desperately in need of a rehearsal.

We don't know what we want, but we're pretty sure we don't have it.

If 'ifs' and 'ands' were pots and pans, there'd be no need for sub editors.

I love my mum.

Monkey business

Dear Gutter Snipe
I seem to remember in days of old a game called *Donkey Kong*, which starred a huge barrel-chucking gorilla and your friend and mine, Mario the plumber.

So, we know how our little Italian friend came to be, can you tell me how Sonic The Hedgehog originated? Is his life story written down anywhere?

Oh, by the way, my sister's in hospital at the moment. Do you know a good ▶

They came through the post...

Jeepers! I've tried everything. Fly spray. Rolled-up newspaper. Back of my hand. I just can't get rid of them. The tacky postcards are immune to everything!

First discovered in 1992 by one Adrian Darrell Pitt (how *dare* you reveal my middle name —Ade), they've been 'at it' like rabbits and are set to take over the world! Every month we visit our dungeon and scour the competition entries for the tackiest postcards. Most of them jump out at us like face-huggers; others cower in corners, too embarrassed to admit what they are.

So when you enter a SEGA FORCE MEGA compo, instead of sending one of those boring old white Post Office cards, see if you've a tacky offering that'll make our eyes pop out on stalks! The tackier the card, the tackier your prize. Yep, there are gifts galore.

And, speaking of which, this month's 'lucky' winner is **Anne Knight** from **Redruth, Cornwall**. Congrats, Anne. Your tacky prize is on its way. (Phew! Have we filled five pages yet, Steve? 'Not yet, Gut. Another thousand words should do it!')



'Roses are red...' Well, errr... yes these are, actually.

Oh, heck! If only I hadn't swallowed that plate, I could've starred alongside Mario in a top-selling console game.

Mario started life as a monkey's side-kick. What do we know about Sonic? Clock 'Monkey business' for facts on our blue buddy.

joke that'll cheer her up? Many thanks. By the way, excellent first issue. Like the new look. Classy, sophisticated and all that jazz. I reckon SEGA FORCE MEGA is real value for money.
Andrew Colins, Blackpool

Dear Andrew
I was a wee babe in arms when Donkey Kong *first appeared. More 'wee' than 'babe', let me tell you. I went through nappies like a nappy-eating thing.*

You're in luck, my peppermint rock-chomping friend. Sonic's memoirs are preserved for posterity in a book called Stay Sonic. *It's produced by Fantail Books, written by Mike Pattenden and costs £4.99. You'll discover why Sonic is blue, Dr Robotnik's original name, how the game was programmed and oodles and oodles of tips for* Sonic 2.

Hope your sister gets better soon. Talking of bodily functions, as we were, here's a joke to put a smile on her face.

A group of young kids in a maths lesson. One little girl's bursting for a wee but she's too scared to ask the teacher, so she does her business there and then. Little Johnny spots the puddle on the lino and shouts, 'Miss! Miss! Joanne's done a wee-wee under her desk.' The teacher says, 'Oh, Joanne! Couldn't you have put your hand up?' To which Joanne replies, 'I could've done, Miss, but it would've trickled through me fingers!' **GS**

Hey, good-looking!

Dear Gutter Snipe
Aren't Sega satisfied with the way their machines look? I am, of course, prattling on about the release of the Mega Drive 2 and Mega-CD 2. The last time Sega had a redesign, it was the Master System that came under the surgeon's scalpel. Look what happened to *that*. The original Master System was *much* better looking than the house brick MS owners have to put up with now. There isn't even a reset button!

Why bother changing the design of the machines in the first place? Probably just to confuse the hell out of everbody. I can see the letters now, 'Dear Gutter Snipe, Will the Mega Drive 2 write essays for me and clean the doggy-doo up off the back garden?'. Tell me the redesign is just a waste of money.
Stephen Williams, Somerset

Dear Stephen
I could tell you the redesign was just a waste of money, but that would be an extremely short answer and, as I sit here writing the reply, there's all of five inches worth of purple prose left to type.

Sega want to move with the times, so they're making the Mega Drive and Mega-CD sleeker and sexier. More modern-looking, up-to-date and all that crap. Let's just get one thing straight before the letters start flooding in. The Mega Drive 2 and Mega-CD 2 do exactly the same things as the original machines, they only LOOK different.

The new machines won't be out for a while, so new Mega Drive and Mega-CD owners needn't start moaning that they've been ripped-off because better-looking machines are due to make an appearance.

Anyway, Stephen, I can't sit around gassing to you. I've got to go to my Assertiveness class in 15 minutes. This week's lesson is 'Feeling Good About Yourself'. My tutor makes me stand in front of a mirror, choose my best feature and shout it out. I tried it at home yesterday. Unfortunately, looking at myself and saying 'You have Geography 'O' level' has had no effect whatsover. Ho-hum. **GS**

I left you last issue with the question, 'What was the name of the cushion in *Hickory House*?' The answer? Humphrey. Right, this month's teaser: Name the two woolly spiders in the late-Seventies kids programme, *Paperplay*. A fond farewell. I can't wait to bust a gut at your scribblings next month. Be there.

Handy hints

'You've got to help me! At a recent office party, my female colleagues stripped me naked. Now everyone knows I've got a sticky-out belly button.' 'How can I stop tits getting at my milk?' 'Where can I find a copy of "How I Flew to Tunisia Without a Spleen"?' 'Oh my God! I've a colony of Chinese acrobats living in my airing cupboard!'

There are times when we're *all* faced with a dilemma. Thing is, who's there when we need help? Nine times out of ten, no one. Fret ye not, Children of the Night. Clock this wad of 'Handy Hints' and we guarantee that at this time a week on Wednesday, your life will have improved 100%.

Then again, if *you* can work wonders with a boy scout's woggle, suitably improve an old trout's wiggle and put a stop to a layabout's waggle (getting silly, Gut —Ade), write to **GUTTER SNIPE, HANDY HINTS, SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire SY8 1JW**. Let's go with this month's plethora of platitudes...

Clean sweep

Cut the fingers off a rubber glove and place them on the handles of your mops and brooms. Now they won't fall over when you lean them against a wall.
Bettie Newbridge, Darlington

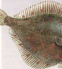
TV times

Next time the man from the social services calls, kid him into thinking you're poor by turning down the colour on your TV set!
Colin Beddows, Wolverhampton

Fish and tips

Thinking of opening a fish and chip shop but can't dream up a name? For that original touch, use your own name with 'plaice' after it.

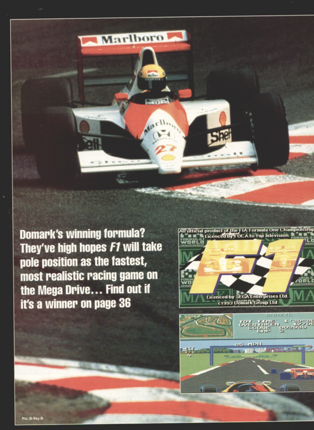
Here are some examples: 'Zara's Plaice', 'Nick's Plaice', 'Derek's Plaice'. The joke is, the word 'plaice' actually looks and sounds like that other word, 'place'. Your customers will fall about laughing when they see the sign.
Edwin Jarvis, Southampton



Something fishy

If your goldfish is feeling a bit 'under the weather', fill his bowl with water. He'll perk up in no time!
Deborah Hughes, Guernsey


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Marlboro
Shell
Domark's winning formula? They've high hopes *F1* will take pole position as the fastest, most realistic racing game on the Mega Drive... Find out if it's a winner on page 36
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F1
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BRAZIL
65 MPH

Pic: B-Sky-B

It's the worst scenario. You've shelled out 40 quid on a game and it sucks big time. How do you prevent the same happening again? Easy. Trust *us*. Our reviewing system's comprehensive, fair and 100% accurate. We tell it how it is. No fuss. No waffle. No compromise.

We know reviews are the most important element of SEGA FORCE MEGA. That's why you buy the magazine — and that's why we spend ages ensuring we get the most out of each game.

Our reviewing team spend a minimum of two hours playing every cart, getting to know the game inside out. We ensure each gets the best possible coverage and, more importantly, see that *you* glean all there is to know.

Our reviews contain a totally unbiased introduction — an in-depth look at the scenario, the full lowdown on the levels and details of key elements such as moves, power-ups and special stages. Then our reviewers write a critical comment — *their* thoughts on visuals, sound, how well the game plays. Is it addictive? Does the game offer value for money?

What makes these comments unique is our reviewers also include a personal overall percentage. These are reflected in the final rating. If a game's worthy of four or more pages, we'll include three, maybe four reviewer comments. These, coupled with our no-nonsense ratings box (forget graphs, dials and pretty patterns), give a true reflection of how the SEGA FORCE MEGA team feel about each game.

Who, What, When, Where, How much?

WHAT: the game name → Street Fighter VII

ON WHAT: which system → Impactsoft

HOW MUCH: the price → £99.95

THE OBVIOUS: blood, sweat and tears go into these →

99	Graphics
97	Sound
99	Playability
98	Lastability

99 — They said another game couldn't be done. Undoubtedly the best so far

WHEN: the release date → Out: Saturday

WHERE: who to get it from → ☎ 0584 875851

WHO: the distributor

SEGA FORCE MEGA Recommended

If a game's got what it takes — stunning graphics, awesome sound, plays like a dream and lasts longer than a commercial break — it stands a chance of claiming our award. With a mark of 90% or more, a game is SEGA FORCE MEGA Recommended. If you spot the accolade on a review page, expect a classy cart with high playability, lengthy lastability and the odd superlative feature or two.

Your tour guides are...

Just to prove that our reviewers *do* have a life outside the office, this month's mugshots have all been taken from their last summer holidays. Sad, eh?

Adrian Pitt

Mat Yeo

Warren Lapworth

Paul Wooding

Tim Hirschmann

Games Index

reviews



F1

Domark take us into the fast lane with their latest and possibly greatest racing sim. Boasting super-fast gameplay, silky-smooth movement and the shortest game title in Sega history, *F1*'s ready to take pole position.

Pic: Rex Features

In one-player Turbo mode, the sprites are reduced so the action's faster and more furious.

If you've lost interest in the Formula One racing scene since our beloved Nigel Mansell bunked off to America, Putney's premier software house may have something to tempt you back. Domark claim that *F1* combines both the silly and serious sides of racing into one cart, offering Arcade, Championship and Training modes.

Arcade's a straightforward race over six laps; it's pedal to the metal until you fail to finish or get through all the tracks.

The Championship's what Murray Walker will be familiar with, only *F1* lets you choose the tracks and the order you tackle them in. Every Championship race starts with a qualifying heat, where you try to put in a fast time for a good place on the starting grid.

In Training mode, you can test drive any track and, unlike the other games, change the entire car set-up in the pits, rather than just your set of tyres.

Spoilt for choice

Championship and Training modes have a further sub-menu, where you select a one or two-player game. If you choose a one-player race, you've the choice of normal or turbo mode, which increases game speed at the expense of sprite size.

There are four difficulty settings: Novice, Amateur, Professional and Expert. As you work your way up from Novice, the console drivers act more aggressively and crashes inflict greater damage on your car. You find yourself in the pits more often than not if you choose a higher setting without mastering Novice level.

Next you're presented with a piccy of your car. Here you can choose your rear wing setting

The Team Domark car comes with a six-speed gear box and 12-month warranty.



Change the set-up of your car to suit your driving style (ie, no brakes).

The Brazilian circuit is simple apart from one hairpin bend.

These chunky concrete arches whiz by smoothly and very swiftly; F1's 3D is among the best we've ever seen.

The Brazilian race has been completed in a little over a minute per lap. Time for a breather before the next circuit.

(which affects the downward force exerted on the car), gear box (either six-speed manual or auto) and tyres. The latter items' performance depends on weather conditions, since soft tyres are perfect in hot weather but useless when it's pelting down with rain!

The right formula?

If the joypad settings aren't to your liking, the buttons can be reassigned. When you've got the right set-up, head for the circuit for qualifying laps or the Arcade challenge.

When you're driving, you'll notice how sensitive the controls are; you can't win by sticking down the accelerator button, leaning into corners and hoping for the best.

It's no good hurtling around the tracks and throwing the car around the corners with wild abandon. Mistreat these babies and you'll be making more visits to the ▶

After every race you get Driver and Constructor league tables. The Domark team have fallen into second place.

A split-screen two-player game is fun.

ADE 93% What a blinder! Domark have a sure-fire hit on their hands. I couldn't believe it when other reviewers raved about *Jaguar XJ220* — a turkey if ever I saw one, and that was on CD! *F1* wipes the floor (or Tarmac) with it.

The first thing that hits you is the sheer speed of it all. Is *F1* fast? You bet your helmet it is. In Turbo mode, prepare for edge-of-the-seat, boxer shorts-staining action. You won't find a faster racing game on any Sega machine.

I can't fault the visuals. Both scrolling and perspective are absolutely superb. There's no flicker, no jerkiness... everything is *so* smooth. The cars are well drawn, nicely shaded and move realistically.

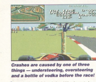
There are simply loads of options: 12 circuits, four skill levels, four kinds of game, different tyres, wings etc. Nothing's been left out. Sound is good, a selection of small theme tunes, engine noise and tyres skidding.

This is the best racing sim I've played on any console. Check out Domark's *F1* — it's *the* racing game of the year.

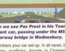








Crashes are caused by one of three things — understeering, oversteering and a bottle of vodka before the race!



Here we see Paz Prost in his Team Reliant car, passing under the M5 motorway bridge in Wednesbury.



Hey, Mr Prost, have some of this cheap Vin de Pain on your racing suit! What d'ya mean, it's a £90 bottle of Moët?

▶ pits than Ade's relatives! You have to learn to race like the real Formula One drivers if you want a share of the glory.

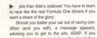
Should you batter your car out of racing condition (and you will!), a message appears, advising you to get to the pits, ASAP. If you ignore it, the tyres only last another lap before they blow and you're out of the race.

Simply the best?

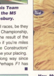
You may be asking why this is billed as one of the best driving games ever. Perhaps it's something to do with the game's design and amount of user-friendly options included.

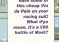
The battery back-up facility not only saves high scores and championship tallies, it also remembers your car set-up. In all races, be they Training, qualifying, Arcade or Championship, you can quit at any time, see the result of the last race and enter the next. So if you're miles behind at Monza but first in the Constructors' and Drivers' tables, you won't lose your placing.

Racing sims have come a long way since the first roar of *Pole Position*. Perhaps *F1* has taken MD racing to its limits... ■



Palm trees adorn Monaco's roadsides, but there's no time to grab a few coconuts, you've a race to win.





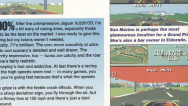
TIM 90% After the unimpressive *Jaguar XJ220* CD, I'm a bit wary of racing sims, especially those that claim to be the best on the market. I was ready to give this cart a slaying but my talons weren't needed.

Graphically, *F1*'s brilliant. The cars move smoothly at ultra-high speeds and scenery's detailed and well drawn. The sound's pretty impressive, too — tunes are catchy and the roar of the engine's fairly realistic.

The gameplay's fast and addictive. At last there's a racing sim where the high speeds seem real — in many games, you only know you're going fast because that's what the speedo tells you.

My only gripe is with the feeble crash effects. When you crash into a sharp deviation sign, you fly through the air, but crash into a flimsy tree at 150 mph and there's just a faint knocking sound.

F1 is the best racing sim I've played. Cool graphics, aggressive sound and compulsive gameplay make Domark's cart a must.



San Marino is perhaps the most glamourous location for a Grand Prix. She's also a bar owner in Eldorado.

The long straights are the ideal places to overtake. Use the slipstream technique for an extra burst of speed.



PAUL 92% I've seen countless racing games in my time but few have caught my attention. Many promised to be the most realistic driving sim ever... but gameplay was a matter of holding down the accelerator and turning the corners.

All that's changed because *F1*'s roared onto the scene to wipe the floor with the competition. The graphics and sound are superb, making the races enjoyable to watch and play, especially the two-player split-screen and turbo modes.

The choice of games, difficulty levels, players and circuits show just how comprehensive *F1* is. The battery back-up's excellent — this is one of the first games to make intelligent use of such a facility.

My only gripes are that you can't have a two-player one-off race (you have to go into Championship mode first, although you can select a single circuit) and the pit lane's difficult to see on the map and even harder to drive into.

These are silly little points which have no great significance on overall playability, which is brilliant. If you're after a racing game and don't fancy motorbikes or 4x4 trucks, *F1*'s the game for you.

The lights change to green and Ayrton Senna-pod's the quickest off the grid — he's like sh... snow off a shovel!

Grrr! Every time you go for a lap record you get stuck behind a woman driver.

After qualifying laps, you're given a place on the grid.

In Arcade mode, the idea's to win after six laps of your chosen circuit.

F1
Domark
£44.99

90	Graphics
82	Sound
85	Playability
94	Lastability

92

Smooth, exciting and *very* fast — the best racing game available. Buy it!

Out: Now ☎ 081 780 2222

Final Figh

Capcom's famous beat-'em-up made little impression on the SNES market last year, overshadowed, as it was, by a certain streetfighting sequel. It's been retuned, revamped and released on Mega-CD. Is it any better on a Sega machine?

If you've ever strolled into an arcade, the chances are you've seen *Final Fight*. When the coin-op appeared, four or five years ago, it was the 'in' game to play — no other beat-'em-up offered as many moves, characters and sound effects. It was a Top Ten coin-op until the likes of *Street Fighter II* and *Mortal Kombat* knocked it out of the limelight.

What do you do with a coin-op when it loses its popularity? You port it over to consoles and flog it as the latest beat-'em-up around — even though the original's old enough to draw a pension! Enough whinging — on with the plot.

The scene is Metro City in the near future, where it's held to ransom by a gang of thugs called Mad Gear. The gang's lead by the mysterious Mr X, a ruthless business man who wants to take control of the city and run it by *his* rules!

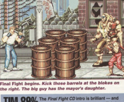
On a wing and a mayor

Luckily for the citizens of Metro City, Mayor Haggar wouldn't give in to Mad Gear bribes and violence. He promised to rid the city of these menaces for good. Unfortunately, his stubbornness angered Mr X and, late one night, Haggar's daughter was kidnapped.

Now he has a choice. He can keep fighting the Mad Gear gang by official and judicial means and lose his daughter, or give in to the ransom demands and let the gang take over the city. Or he can launch a rescue mission, taking down the whole gang and its followers on the way. What do you reckon he does?

Though filled with blinding rage, Mayor Haggar realises he can't take the gang down

Food for thought outside a restaurant. There's a rather nifty sword lying on the ground. Cody or Guy should grab it before that brute attacks.



Final Fight begins. Kick those barrels at the blokes on the right. The big guy has the mayor's daughter.

TIM 89% The *Final Fight CD* intro is brilliant — and the good news doesn't stop there. This is a perfect conversion of the no-holds-barred coin-op.

The smooth-scrolling parallax backdrops are damn good and the huge, fearsome sprites are well animated. Every detail's included, right down to splashes of blood when a knife's used and Guy's high cheekbones (he wanted to be a model but it was just a phase).

The sound is fantastic. The various levels' AOR tunes are okay but they're drowned out by dozens of over-the-top effects: barrels smashing, slapping and punching noises, and the groans, screams and taunts of opponents.

Gameplay's 100% beat-'em-up. Not only do you beat the crap out of your enemies, you can also smash up phone boxes, barrels and anything else that gets in your way, often revealing food or weapons.

The only snag appears when you play doubles. If you're not careful, you end up belting your partner because you're not invincible to one another's blows. This can be irritating and lead to real-life battles with your mates!

There's no doubt in my mind that *Final Fight* is top class arcade combat.

ht CD

singlehandedly, so he enlists the help of Cody (his daughter's boyfriend and an excellent streetfighter) and Guy (Cody's mate — a karate expert).

Only two can go on the mission (due to the spiralling price of subway tickets) but all are capable of rescuing the daughter.

All so special

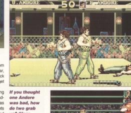
When you've set the difficulty level and lives, choose a fighter — or fighters if you're having a two-player game. You start on the streets of the city with a full energy bar, reduced a fraction every time you're hit by an enemy, projectile or clumsy mate.

Enemies have similar energy bars which decrease every time you hit them, throw them or throw another person into them. Haggar, Cody and Guy have different styles of attack and different weaknesses so it takes time to get used to the trio.

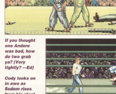
Haggar, for instance, has a crippling flying piledriver attack which devastates most baddies. The trouble is, MC's beloved mayor has the speed of an arthritic snail and often gets duffed-up by the quicker members of the Mad Gear gang.

Most of the Mad Gear have a special attack which causes major energy loss, although they usually stick with standard punches and kicks (unless, of course, you crank up the difficulty setting). End-of-level baddies are a different ▶

Andore Jnr is well 'ard, but his dress sense leaves a lot to be desired.



If you thought one Andore was bad, how do two grab ya? (Very tightly? —Ed)



Cody looks on in awe as Sodom rises from his stool.



CODY

Cody's the boyfriend of Haggar's kidnapped daughter. He's a dab-hand with knives and packs a mean punch.

BASIC ATTACK Press the attack button to perform straight punches and uppercuts.

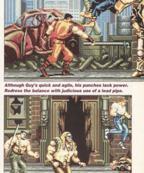
STANDING KICK Press jump and attack while standing still.

KNEE DROP Grab your opponent then press attack.

SHOULDER THROW Grab opponent, press attack button and left/right on pad.

FLYING KNEE DROP Press jump and attack while in mid-air.

FLYING KICK Press right or left on the D-pad then jump. While in the air, press attack to perform the kick.



Although Guy's quick and agile, his punches lack power. Redress the balance with judicious use of a lead pipe.

Even Haggar looks puny next to this guy: his flying kick and terrible turbo piledriver knock off loads of energy.

kettle of fish. You need to tackle them several times before you suss out their attack patterns and can take them down quickly.

Smash and grab

If you're constantly panned, try kicking scenery: things like telephone boxes and oil drums yield various pick-ups. There are three types of weapons — knives, lead pipes and swords — food to restore energy and various expensive items which bump up your score.

There are six areas to fight through before you meet Mr X himself for a fight to the death. You pass through parks, office blocks, nightclubs and building sites, populated by an ever-changing but ever-hostile army of baddies.

An occasional bonus game involves smashing up a car or row of window panes against a time limit. Haggar should be ashamed of himself: a mayor indulging in wanton vandalism?

If the ticking of a clock gets your adrenalin going, try the separate Time Attack game. Select a character and kill as many Mad Gear thugs as possible in 99 seconds.

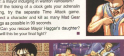
Can you rescue Mayor Haggar's daughter? Or will this be your final fight? ■

PAUL 82% If you can recall how good the coin-op was, you can appreciate how difficult it must've been to convert it to the Mega-CD. Lord knows how they've done it but the programmers have come up trumps and produced a stunningly accurate conversion.

The graphics are virtually identical to the arcade version, with big beefy sprites and detailed backdrops. There's a faithful rendition of the original music and sound effects are similarly authentic. In fact the only noticeable difference is that the screen scrolls slower.

So let's get this straight. It's the same as the arcade version, looks good, sounds good and plays great. A definite smash, then? It would be if it wasn't for the fact that *Streets Of Rage II* is a far superior game and available to *all* MD owners. But if you haven't got Sega's 16-Meg classic, by all means buy this.

Guy's on the receiving end of a knuckle sandwich. If you're being wasted, use the special attack.





GUY

Cody's best friend and ex-lover of the mayor's daughter. Guy's a tenth dan karate expert with a lethal kick.

BASIC ATTACK
Press the attack button to let loose a dazzling flurry of punches and kicks.

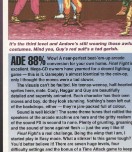
KNEE DROP
Grab your opponent and press the attack button.

FLYING KNEE DROP
When you're in the air, press and hold down jump and attack.

FLYING KICK
Press left/right and jump. When you're in the air, press the attack button to perform a kick.

THROW
Grab your opponent and press left/right and attack.

SPECIAL ATTACK
If you're in trouble, press attack and jump together for a spinning kick.



It's the third level and Andore's still wearing those awful costumes. Mind you, Guy's red suit's a tad garish.

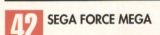
ADE 88% Wow! A near-perfect beat-'em-up arcade conversion for your own home. *Final Fight* is excellent. Mega-CD owners have yearned for a decent fighting game — this is it. Gameplay's almost identical to the coin-op, only I thought the moves were a tad slower.

The visuals can't be faulted. No teensy-weensy, half-hearted sprites here, mate. Cody, Haggar and Guy are beautifully detailed and superbly animated. Each character has their own moves and boy, do they look stunning. Nothing's been left out of the backdrops, either — they're jam-packed full of colour.

Sound is well kickin'! The same theme tunes that rattled the speakers of the arcade machine are here and the gritty realism of the sound FX is second to none. Plenty of grunting, groaning and the sound of bone against flesh — just the way I like it!

Final Fight's a real challenge. Being the wimp that I am, I started play in Easy mode. What a stinker! Is this game tough? You'd better believe it! There are seven huge levels, four difficulty settings and the bonus of a Time Attack game to keep you entertained.

If you're a Mega-CD owner and a beat-'em-up fan, you've *got* to get *Final Fight*.





PILEDRIVER
Grab your opponent and press the opposite direction and attack.

BASIC ATTACK
Haggar's huge fists pack a mean punch — three hits to stun your opponent.

HAGGAR

The mayor of Metro City. Haggar's an ex-professional wrestler who uses his brute force to great effect.

SPECIAL ATTACK
Press attack and jump together.

BEAR DROP
A fearsome sight. Press and hold attack and jump while in the air.

FLYING PILEDRIVER
Grab a thug and press the opposite direction and jump. In the air, press down and attack

FLYING KICK
Haggar's huge body means that he can put great weight behind his kicks. To perform one, press left/right and jump then attack while still in the air.

HEADBUTT
Grab your opponent and press attack to crack some skulls!

Mad Gear thugs use anything and everything to stop you reaching their boss. Here they've rolled oil drums in the hope of crushing you to death. Nice chaps!

One of the bonus stages sees you wrecking a thug's car.

If you run out of continues or decide not to carry on, the lads get blown to pieces.

Haggar's flying kick shown in all its glory. If you connect with a baddy, he flys back, decking anyone behind him.

Final Fight CD
Capcom
£50

89	Graphics
87	Sound
82	Playability
80	Lastability

86

A great arcade conversion. One to buy if you don't own SOR II

Out: Now (Import) ☎ A.C.E 071 439 1185

MD review

Summer

It's Accolade's turn to breathe life into a concept that's been around longer than Linford's jockstrap. First impressions seem favourable, but top priority is playability. Does this have any?

Yes, it's another multi-sport simulation, folks. To date, US Gold hold the torch aloft with the wondrous *Olympic Gold*. Accolade have to go some way to beat them to the tape. For starters, the concept's the same. Practice or compete in eight events against a maximum of eight athletes. If you choose Tournament mode, you create the other competitors, deciding which are computer and which are human players.

As is the norm, a lot of joypad-wiggling and button-pressing is the order of the day. However — and this is where our tale takes a novel twist — Accolade have pushed the boat out on the presentation front and tackled the visuals from a slightly different angle.

Instead of the run-of-the-mill side view of competitors running, leaping, throwing etc, *Summer Challenge* uses 3D visuals to full effect. This is the first time we've seen 3D polygon graphics in an MD game of this type.

Train to win

At the start of the game, you're given the choice of players from the amateur league right up to world class athletes. When the opening ceremony's all done and dusted (tinkly music and a few half-starved doves), it's onto the events.

Stop. Rewind a touch. You won't make gold medal status unless you train, train, train. The good news is — there's a training section (how did I guess? —Ade). You can choose from all eight events and practice them in any order.

Many events are tried and tested; a couple, such as show-jumping and kayaking, are challenges you may not have attempted in previous sports sims. Let's take a look at them.

In the archery, you're given three arrows to fire at four targets in a time limit. Move the dancing crosshair over the bull's eye and let rip.

Kayaking involves getting through a series of gates without touching them. Steer the boat left or right and occasionally press [C] to stick your oar in deep water and veer right over.

Back on dry land, don hard hat and jodhpurs. Skill and timing are needed in the equestrian event. Gauge the speed of the horse and judge when you should press the jump button to clear fences.

In the cycling, complete a number of laps of the arena as quickly as possible. That style of control we all know and love — ie, speedy alternate pressing of [A] and [B] — is what's needed. Avoid hitting the top or bottom of the circuit.

The javelin's straightforward. Make your run up, angle your big pointy stick and throw. Your speed and distance are highlighted onscreen.

The pole vault and high jump are tricky events. In the 'vault, you must judge the length of your pole and the height of the bar. With the hurdles, well-timed button-pressing's required to gather speed and jump when a hurdle comes into view.

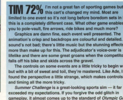
And it's the view that's all together different in *Summer Challenge*. In each event, the competitor sees the action from behind. The scenery scrolls toward your athlete, giving a great feeling of depth. Nifty scrolling and polygons give *Summer Challenge* a new look. How well it plays is left to our review panel... ■



Better get your act together if you're going to beat 80.04m in the javelin.



The pole vault's the trickiest event. Hasn't it always been in these games? The weird perspective makes it difficult to judge when you should slide over the bar.



TIM 72% I'm not a great fan of sporting games but this cart's changed my mind. Most are limited to one event so it's not long before boredom sets in but this is a completely different case. What other game enables you to pole-vault, fire arrows, ride bikes and much more?

Graphics are damn fine, each event well presented. The animation's crisp and backdrops are colourful and detailed. The sound's not bad; there's little music but the stunning effects more than make up for this. The adjudicator's voice-over is lifelike and there are some great groans when the competitor falls off his bike and skids across the gravel.

The controls on some events are a little tricky to begin with, but with a bit of sweat and toil, they're mastered. Like Ade, I found the perspective a little strange, which makes controls and timing all the more tricky.

Summer Challenge is a great-looking sports sim — it far exceeded my expectations. If you forgive the odd glitch in gameplay, it almost comes up to the standard of *Olympic Gold*.

r Challenge



ADE 65% *Summer Challenge* looks classy. On first play, I was extremely impressed with the polygon graphics; in some events, they work really well. Notice I said *some*.

Sadly, in events such as the equestrian and pole vault, the perspective *can* be off-putting, making judging distances and jumping somewhat tricky. Frustrating. You end up making a prat of yourself in front of other competitors because you're never sure where you're going. The horse has a mind of its own.

Believe it or not, the archery's the best event. There's a great feeling of achievement when you let rip and notch-up a high score.

The odd thing about *Summer Challenge* is, even though you may be playing with a hefty group of mates, you only ever compete on your own, against the clock. Their game severly lacks a head-to-head feature. You've got the track to yourself during the hurdles. There's no real sense of competition like in *Olympic Gold*.

The sound's nothing to write home about. There are a few tinkly tunes (the opening ceremony's pretty cacky) and a crowd sample here and there.

Summer Challenge isn't an awful game, but sadly, the presentation gets in the way of the playability.

It's hard to achieve that balance of good visuals and smart gameplay; Accolade have achieved the former, not the latter. They've worked hard on the polygon graphics and spent less time on the guts of the game.

A perfect score so far. Looks like Neddy (that's a donkey's name! —Ade) may refuse this next fence. Giddy up!

Paul's for the high jump — another tricky event. The bar's at 1.7 metres.

'You get nothing in this game for two in a bed.' Our man nearly hit the bull.

Glug! Glug! 'Help, Shirley! Me pork and pickle sandwiches are getting wet!' A wee disaster during the kayaking.

Summer Challenge
Accolade
£39.99

73	Graphics
56	Sound
52	Playability
58	Lastability

69

A good-looking game. Great to play with mates but let down by gameplay

Out: July ☎ 081 877 0860

Warpspeed

'It's a game, Jim, but not as we know it.' Accolade hope they've a fast-paced, action-packed strategy shoot-'em-up on its way to planet Earth. The question is: will it space us out, man?

If *Warpspeed* were likened to a TV show, it would have to be *Star Trek* — you're at the controls of a vast spaceship, saving Earth from an onslaught of aliens with ants in their pants. If *Warpspeed* were compared to a computer game, it would be *Elite*, a 3D shoot-'em-up combining sprite scaling and rotation to full effect. Accolade recreate similar visual wonders with their race-in-space flight sim-cum-shooter.

For starters, they've laid on what seems like a never-ending list of missions for you to attempt and hopefully complete. Because if you don't, our planet can expect a heavy dose of alien infestation.

You see, in the outer regions of the galaxy, several sectors have been colonised. In these areas, black holes have been discovered.

On investigation, you find these blighters are more than just holes: they're portals which allow travel from the colonies to unknown parts of the galaxy.

Cooking with GAS

Good news? You may think so, but alien lifeforms are already using the portals to their advantage and infiltrating our colonies.

As a skilled pilot, you've been called upon to defend the human race using a variety of spaceships offered by the Galactic Armed Services (GAS). You have seven main missions and a series of campaigns to tackle, which vary in length and difficulty.

You view deepest, darkest space from the cockpit of your craft. Enemy ships approach as scaled, rotating graphics. They start in the distance but are upon you in no time, large as life and ready for action.



Unless that alien flies at you, there's not a hope in hell of hitting him.

The battle chart shows the locations of battles, as well as drive-thrus.

You've numerous controls and options to utilise, most important of which is the ability to warp. Select the map screen and decide which sector you want to visit.

Alien invitation

In each area of the galaxy, there are hordes of aliens to destroy. Each of four alien species have four types of ship. Keep checking radar for oncoming enemies.

Once all the aliens in a particular sector are destroyed, it's time to warp to the next. You're awarded points for each successful mission and, as you rise through the ranks, your ship and weapons are replaced with more advanced models.

From time to time, team members back at base offer advice. Conversely, enemy pilots appear on your Hyperwave Receiver to offer new challenges.

For example, a Hurg Pilot may 'invite' you to Sector 70 in Quadrant Alpha for a ding-dong. There's no getting out of it: if you don't go, his squadron may make a move toward your planet.

Performance reaps reward. From a rookie, fresh from training school, you'll hopefully complete enough missions to pilot one of the most advanced spaceships Galactic Armed Services have to offer — The Slasher. ■



Choose your ship carefully — you don't want to be in mid-battle before you realise you haven't got a sunroof!



We're being attacked by an orange arse! One more hit and we'll be blown away.

TIM 42% Oh goody, a flight sim on the Mega Drive. We haven't seen one of those before, have we?

Sorry about the sarcasm but I'm sick to the back teeth of playing mediocre flight carts, and believe you me, this is one of the worst yet. You'd think Accolade would add something different to the proceedings... don't hold your breath.

The graphics are adequate — the 3D effect's good but the rest of the visuals are pretty average. The main tune's weak and effects are rather feeble.

Gameplay doesn't win any awards, either. It's far too slow and enemy craft are difficult to destroy. The only time your vast array of weaponry seems able to hit anything is when the target's flying directly toward you.

Warpspeed's just one big, boring circle. Enter a sector, kill all the aliens, enter another sector, kill some more aliens, and so on and so on...

Unless you're a boring spanner who loves average flight sims, I advise you to warp your wonga well away from this.



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ADE 62% Here's another game with smart graphics yet flat gameplay. The sprite scaling and rotation's pretty good but the whole caboodle's far too slow. Ironic, really, seeing as it's called *Warpspeed*.

More often than not, the high-speed weapons at your disposal fizzle out before they reach a target. I couldn't hit anything that was at an angle and had to wait until enemy craft were head-on.

There isn't *that* much time to prejudge attack methods. While I sat thinking, 'Well, in three seconds that ship will be *there*, so I'll just place my crosshairs *here*...' another alien craft crept up from nowhere and blew the crap out of me!

I agree with Tim. Playing *Warpspeed*'s like being trapped in a vicious circle. Aim, shoot, warp. Aim, shoot, warp. Not the most exciting of shoot-'em-ups, huh?

Presentation's fine, with plenty of controls, ship and weapon details and a communication link between your craft, base and enemy fighters.

Warpspeed lacks variety. The missions are too similar and gameplay gets very monotonous. A slow, uneventful shooter that *may* appeal to die-hard Trekkies or fans of the old *Elite* computer game.

Note the position of the enemy craft. If you're lucky, you might score a hit.

Smart-alec aliens pop up to issue trivial challenges.

It's either your base or a rogue Atlasphere from The Gladiators — hope Jet's in it!

Pic: Rex Features

Warpspeed

Accolade
£39.99

67	Graphics
50	Sound
52	Playability
56	Lastability

52

Nice sprite scaling and rotation, shame about the gameplay

Out: July ☎ 081 877 0880



Snow B

Want a reminder of those childhood winters, when the days were short and the nights were long? You'd borrow a scarf and carrot, find a couple of sticks... and run out of snow before you'd finished the snowman's body. Console yourself with this hot coin-op conversion.

Life's a blast when you're a snowperson (no sexism in the SEGA FORCE MEGA office) — just look at Nick and Tom, the Snow Brothers. They spend all day chatting up gorgeous princesses and listening to sub-standard rap records. Or rather they *did*, until *The Informer* finally left the Top Ten and, more importantly, the two princesses were imprisoned by the wicked Fire Queen.

She was jealous of their beauty and the fact that their Ice Castle was ten times bigger than hers and had an AA rating, so she zapped them with a spell and took them to her lair.

This miffed the brothers: she'd taken the best-looking birds in the area (see — no sexism!). Worse, she's threatening to kill them unless their father hands over his kingdom.

Luckily, Nick and Tom aren't your average yellow-bellied snowmen and set out for Fire Castle to rescue them — after all, saving damsels usually guarantees you a knighthood!

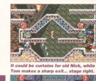
You take control of Nick in a one-player game or both brothers if you've convinced a mate to play. Your mission's to battle through the castle's floors, defeating the Fire Queen's evil monsters until you come face to face with the woman herself.

Don't think of that last battle just yet. Every level's choc-full of devious beasties and devilishly laid-out platforms. You need to be at your platform peak to survive the terrors which await.

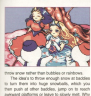
The action's a curious hybrid of *Bubble Bobble*, *Dig Dug* and *Rainbow Islands*, only you

What a cheeky grin. With a smile like that, who could resist helping him find the two kidnapped princesses?

Brothers



It could be curtains for old Nick, while Tom makes a sharp exit... stage right.



throw snow rather than bubbles or rainbows.

The idea's to throw enough snow at baddies to turn them into huge snowballs, which you then push at other baddies, jump on to reach awkward platforms or leave to slowly melt. Why would you do that? Various bonuses appear if you kill two or more baddies with one snowball.

There's speed-up, long-range snowballs, high-power snowballs and the ultimate ▶

Come on, do the loco-potion with me!

Blue Potion

Collect this for increased snowball power. Handy for the later levels.

Green Potion

The best potion in the game! Your player turns into Mr Blobby and kills everything onscreen.

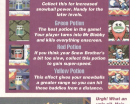
Red Potion

If you think your Snow Brother's a bit too slow, collect this potion to gain super-speed.

Yellow Potion

This effect gives your snowballs a greater range so you can hit those baddies from a distance.





Urgh! What an ugly git. He's the first guardian you meet. Although he looks mean, he's not that hard to defeat.

These red guys are easy to kill — just watch out for their roll attack.



Level 30 sees you battling two oversized chickens intent on stopping your search for the girls.

The layout of each screen presents its own problems. Here the steep slopes give our hero a spot of bother.

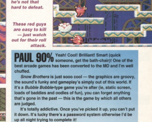
PAUL 90% Yeah! Cool! Brilliant! Smart (quick someone, get the bath-chair)! One of the best arcade games has been converted to the MD and I'm well chuffed.

Snow Brothers is just sooo cool — the graphics are groovy, the sound's funky and gameplay's simply out of this world. If it's a *Bubble Bobble*-type game you're after (ie, static screen, loads of baddies and oodles of fun), you can forget anything that's gone in the past — this is the game by which all others are judged.

It's totally addictive. Once you've picked it up, you can't put it down. It's lucky there's a password system otherwise I'd be up all night trying to complete it!

Games like these are few and far between: *Bubble Bobble* has never surfaced on MD, neither has *Dig Dug*, while *Rainbow Islands* can only be found on Japanese import. Hopefully, *Snow Brothers* will find its way onto a British cart.

If you can't wait (I know I couldn't), I suggest you get a Japanese convertor and rush out to buy this game now, especially if you're after a two-player game.









▶ weapon, Mr Blobby (you glide all over the screen, killing anything you touch). Bonuses are awarded for killing all baddies with a single blockbusting snowball.

One in ten...

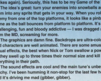
But be warned, these powers disappear when you lose a life. Things get very tricky on the later levels when you return to normal speed and bog-standard snowballs.

It's not as if you've many lives to waste. You start with between one and four lives, depending on what's set on the options screen, and lose a life whenever you touch a baddy. Lose all your lives and you can use one of four continues.

Thankfully, a password's given at the end of every tenth level, just after you've fought a guardian. Sorry, did we forget to mention that you face huge beasties?

Once you've sussed out the gameplay, try altering the difficulty level (we suggest the Hard setting only if you're drunk).

Remember to stay cool — heat is definitely not neat when you're a snowman! ■



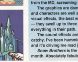
TIM 92% I was well impressed with this cart, and that's snow joke (oh dear, Captain Cliché strikes again). Seriously, this has to be my Game of the Month.

The idea's great: turn your enemies into snowballs and roll them into any sprite that gets in your way. When you roll your enemy from one of the top platforms, it looks like a pinball game as the ball bounces from platform to platform. It's challenging, fun and bloody addictive — I was dragged away from the MD, screaming for more.

The graphics are damn fine. Backdrops are ultra-colourful and characters are well animated. There are some amusing visual effects, the best when Nick or Tom swallow a power-up — they swell up to three times their normal size and kill everything in their path.

The sound effects are cool and the main tune's unbelievably catchy. I've been humming it non-stop for the last few hours and it's driving me mad (gibber, gibber).

Snow Brothers is the most compulsive game I've played this month. Absolutely fabulous.

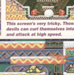




This screen's very tricky. Those red devils can curl themselves into a ball and attack at high speed.



That Sumo's a real pain in the arse! Killing him's difficult so avoid his stars.



When you've got a level that's fairly simple in design, kill all the baddies with one snowball for a special bonus.



Snow Brothers

Tengen
£39.99

85	Graphics
82	Sound
94	Playability
90	Lastability

91

A fantastic platform romp that'll go down a storm with all the family. Buy it!

Out: Now (Import) ☎ **A.C.E 071 439 1185**



After dating snowmen for six months, the girls decided to kidnap themselves!



Yeah! It's the new superhero of the Nineties, Mr Blobby. Cool or what?


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Andre Agassi

David Crane's done it. Jennifer Capriati's most definitely done it. Andre Agassi hadn't done it until TecMagik let him in on the act. What ever *do* we mean? Sporting orgies? No, Mega Drive tennis sims. Most have been disappointing in the past. Can Agassi serve an ace?

'What are you doing this evening, Ade?' 'Well, Steve, believe it or not, Andre Agassi's coming round to give me a spot of tennis coaching. So, I'll just finish this mug of incredibly well-known coffee and fetch my racket.' The doorbell rings. 'A-ha! That'll be him now...' 'Scuse me, mate, can I interest you in any dish mops?' Oh well, just goes to show life's nothing like those coffee adverts.

Most of us *won't* get to play against Agassi in the real world, but when you play TecMagik's sim, you can rest assured the man himself has been involved in the project from start to finish. Andre advised the programmers on fundamental tennis techniques and how players would best tackle shots served to them. With this in mind, we *should* expect a realistic tennis sim.

Andre Agassi Tennis offers more options then we've seen before in a game of this kind. Firstly, there's a choice of tennis court.

Each surface affects the way the ball's played. The grass court's the fastest because the ball bounces low — prepare yourself for net rallies. Clay's a slow court, hard's fairly fast. The indoor court's similar to hard but not as bouncy.

There's a choice of eight players (including Agassi), each with their own strengths and weaknesses. Time and plenty of practice find the guy or gal suited to your method of play.

Man against machine

Talking of practice, a unique feature of *Andre Agassi Tennis* is the ball machine. If your technique's rusty, take time out with the pump-action device.

You stand at the bottom of the court; the machine sits at the top, firing balls thick and fast. This is a great way of getting used to the numerous shots opponents serve, plus you can suss out the bounce of each court's surface.

Once you've decided 'for' or 'against' tournament play and whether it's singles or doubles, with human or computer players, head for the court and give the crowd what they've paid to see — an excellent match.

All the usual tennis rules apply. The netsman and linesmen are there to see all's fair and the umpire shouts out the state of play.

As the ball zooms toward you, your player chooses the best way of handling the shot. Will



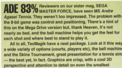
The doubles team nearest us are left wide open for a lob.



No sexism here: the female player moves in anticipation of the return.



Both players better look lively — the grass court is the fastest to pay.



ADE 83% Reviewers on our sister mag, SEGA MASTER FORCE, have seen MS *Andre Agassi Tennis*. They weren't too impressed. The problem with the 8-bit game was control and positioning. There's a hint of this on the Mega Drive version but, thank Heaven, it's not nearly as bad, and the ball machine helps you get the feel for each shot and where best to stand to play it.

All in all, TecMagik have a neat package. Look at it this way: a wide variety of options (courts, players etc), the ball machine and the Skins Tournament, great presentation for a tennis sim — the best yet, in fact. Graphics are crisp, with a cool 3D perspective and attention to detail on even the smallest elements.

The Skins option is a bonus. Compete against a friend and you're soon swearing and cussing at each other. Actually, playing *AAT* with a friend is something I strongly advise. The computer stars are tough and until you've sussed out the controls, competing against somewhat slower human players makes for a more enjoyable match.

My only real gripe's the way the players move. They're a wee bit fast for my liking, which often hinders positioning. Sometimes I either under or over-ran the ball.

That aside, TecMagik have made a satisfactory step into the 16-bit market. Tennis fans can't go wrong with this.



si Tennis



it be a lob, smash or volley? It's *your* job to ensure you're positioned correctly and use the right combination of joypad moves and button presses to get the ball back over the net.

A real skin-full

Okay, so the lure of Wimbledon, the lemon barley water and the astronomical prize money *still* haven't satisfied you. All is not lost.

The Skins Tournament is a great option. Play against a mate or the computer where each shot is worth money. The stakes can get incredibly high. If you're good at rallies, you rake in the dosh really quickly.

The kitty starts at $10 and doubles for each successful shot. Tension grows as the readies grow. When the stake reaches its highest level, you compete to steal money off each other!

Back on centre court, no sooner has the umpire called 'Game, set and match' than the winner hits the headlines. The front page of the *Tennis World News* appears onscreen and you can read just how well your opponent played. Because, for the first few matches, *you'll* be the one with grass stains on your ass, shouting 'The ball was IN'! ■

WARREN 79% I expect TecMagik paid a pretty penny to get Agassi's endorsement and the rights to plaster his name all over this game and its packaging. They needn't have bothered, as far as I'm concerned: I've never admired the hirsute, happy-go-lucky Agassi, and this tennis sim's easily big enough to stand on its own two feet.

Andre Agassi hasn't got the instant appeal of *David Crane's Amazing Tennis* (reviewed last issue), as it uses the age-old viewpoint rather than a fancy 3D court. However, all graphics are cleanly and colourfully drawn, so they're pleasant to the eye and don't complicate depth judgement (unlike those in Mr Crane's effort).

I suffered from the problem I always have when playing tennis, either in a video game or real life: gauging the trajectory of the ball then getting to the best position to return it. Still, the players react and move quickly, so the task isn't hindered in this sim.

The ball machine and passive two-player games are recommended to hone skills. It takes nerve and strategy to be a world-class player, according to Agassi, so you can be sure it'll take a long time to reach later rounds of the tournament.

If you're after a tennis sim, it's a toss-up between this and *Jennifer Capriati Tennis*. Play both before parting with the readies.

Andre Agassi Tennis

TecMagik
£39.99

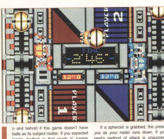
82	Graphics
70	Sound
73	Playability
76	Lastability

81

A good sim. Nice features but the controls take some getting used to

Out: Now ☎ 071 243 2878





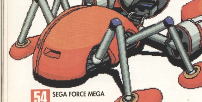
Ballj

We're an inquisitive lot, so it came as no surprise when, on hearing the intriguing title of this forthcoming offering, we leapt at the chance to play it. Unfortunately, there's a single word to describe the game — and it's not 'jacks'.

Lo and behold if this game doesn't have balls as its subject matter. If you expected tennis, football or that rough 'n' tumble game Bill Beaumont used to play with oval-shaped whatnots, forget it. *Balljacks* is a futuristic game where the state of play relies on a pair of metallic crabs.

You control one of the robotic crustaceans, a mate (or the computer) gets to grips with the other. Each crab has a conveyor belt behind it, loaded with balls. The aim is to use your crab's pincers to half-inch your opponent's store.

Once grabbed, load a spheroid onto the conveyor belt and watch your foe's Critical Time Meter descend the slippery slope to zero. This doesn't take long, so it's the other side's task to nab a ball from *you* before the sands of time run dry.



If a spheroid *is* grabbed, the pressure's on *you* as *your* meter runs down. If your opponent's method of attack is unsuccessful, the round goes in your favour. The first player to win three rounds takes the match.

Shellfish git

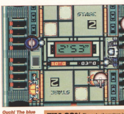
You've a bird's eye view of the *Balljacks* arena. Move your crab along the rails and operate a pair of rocket-powered pincers.

When a claw makes a move, it either a) grabs a spheroid, or b) lunges for the wall on the opposite side of the playing area. If one of your pincers claims a ball, cause maximum damage by dragging the sphere through your opponent's crab.

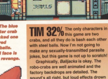
When a crab's taken too many knocks, he loses one or both of his pincers. If in a state of disrepair, he hobbles to the waste disposal unit and is replaced by a brand-spanking new, pincer-perfect robot.

As you become more skilled, you can reclaim a ball your opponent's just grabbed. As the sphere makes its way to the other conveyor, aim one of your pincers at the ball and fire.

Once in your possession again, keep a close eye on your prize. The crafty git on t'other side of the arena may have *another* attack plan up his well-oiled sleeve. ■



Ouch! The blue computer crab has nicked one of the red crab's balls. Old red face is out for revenge.

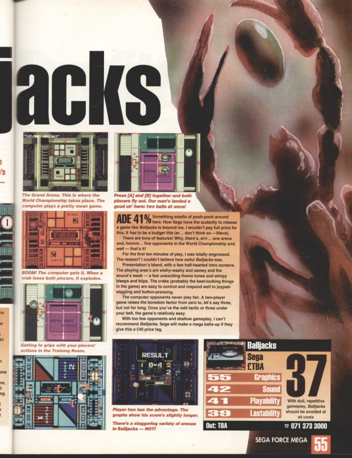


TIM 32% The only characters in this game are two crabs, and all they do is bash each other with steel balls. Now I'm not going to make any sexually-transmitted parasite jokes, but this game is not up to scratch!

Graphically, *Balljacks* is okay. The robo-crabs are well animated and the factory backdrops are detailed. The sound's all right, but loud effects drown out the music.

The controls are as simple as the game itself — it's only a 2 Meg cart and it shows. There's nothing much to do. Sure, you can grab your opponent's balls and bash him around, but what next? Nothing. That's all there is to amuse you.

Balljacks seems like the bonus level from a *proper* cart; I've played far better Master System games. More depth next time, ta very much, Sega.



jacks

The Grand Arena. This is where the World Championship takes place. The computer plays a pretty mean game.

Press [A] and [B] together and both pincers fly out. Our man's landed a good un' here: two balls at once!

ADE 41% Something smells of pooh-pooh around here. How Sega have the audacity to release a game like *Balljacks* is beyond me. I wouldn't pay full price for this. It *has* to be a budget title (er... don't think so —Steve).

There are tons of features! Why, there's, errr... one arena and, hmmm... five opponents in the World Championship and, well — that's it!

For the first ten minutes of play, I was totally engrossed. The reason? I couldn't believe how awful *Balljacks* was.

Presentation's bland, with a few half-hearted intro screens. The playing area's are wishy-washy and samey and the sound's weak — a few unexciting theme tunes and wimpy bleeps and blips. The crabs (probably the best-looking things in the game) are easy to control and respond well to joypad-wiggling and button-pressing.

The computer opponents never play fair. A two-player game raises the boredom factor from zero to, let's say three, but not for long. Once you've the odd tactic or three under your belt, the game's relatively easy.

With too few opponents and shallow gameplay, I can't recommend *Balljacks*. Sega will make a mega balls-up if they give this a £40 price tag.

BOOM! The computer gets it. When a crab loses both pincers, it explodes.

Getting to grips with your pincers' actions in the Training Room.

Player two has the advantage. The graphs show his score's slightly longer.

There's a staggering variety of arenas in Balljacks — NOT!

Balljacks
Sega
£TBA

55	Graphics
42	Sound
41	Playability
39	Lastability

37
With dull, repetitive gameplay, *Balljacks* should be avoided at all costs

Out: TBA ☎ 071 373 3000

International

Our national sport of football has spawned many a Sega cart, but what of its rough-and-tumble cousin, rugby? Domark have risen to the challenge, so grit your teeth and get stuck into our scrum-tious review.

If at first you don't succeed, try, try again — a motto best adopted by those who enjoy breaking noses, mangling ears and juggling odd-shaped balls. Yes, the wonderful world of rugger, a game invented by a boy who picked up the ball and ran (no, not a cowardly goalkeeper), developed by gentlemen and played by animals.

Domark's sim has it all: violence, speed, heroics and a bit of mud thrown in for good measure. The object of the game's to drink ridiculous amounts of alcohol, sing at the top of your voice, harass bar staff and pass out.

Sorry, the *real* object of rugby is simply to score as many points as possible, generally by grounding the ball over the opposition's goal-line for a 'try'. Each team of 15 players is divided into forwards and backs. Forwards defend and are further divided into two props, two locks, a hooker, two flankers and a number eight; two centres, two wingers, a full-back, scrum-half and out-half make up the backs, who attack.

Backwards and forwards

The backs run toward the opposing team's goal-line, throwing and occasionally kicking the ball between them. The rules stipulate that the ball can only be passed to players behind it, and of course, the other team's forwards attempt to steal the ball.

When a try's scored for five points, the triumphant team has the opportunity for a conversion, which involves kicking the ball high between tall posts for two points.

The famous rugby posts also come into play when a foul's called and a penalty awarded. Like a drop kick — kicking the ball between the posts from open play — a penalty's worth three points.

When play breaks down or the ball becomes free, teams attempt to win it on the ground (a ruck) or when it's in motion (a maul).

If neither side succeeds, a scrum's gathered to determine possession. A line-out, similar to a scrum but involving fewer men, is played when the ball's kicked out of play.

Nation to nation

International Rugby's controls are simple — with the aid of a sight, buttons [A] and [C] pass to the left and right respectively, [B] passes and the D-pad moves the current player. When not in possession, [A] tackles and [C] changes the player under control.

If you're eager to get down to the action, choose Quick Start from the main options screen. This launches you straight into a one or two-player international friendly match with standard game settings.



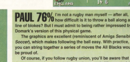
A typical rugby player: big, bold and an absolute berk when he's downed 14 pints of lager.

When you've more time, choose from 16 teams, peruse the players' attributes and organise the squad to your satisfaction. Fixtures and league tables for the World Cup, Five Nations Championship and tours can be viewed, and match length, wind strength, sounds and so on are adjustable.

All that remains is to adjust your joystrap, suck on a gumshield and take to the field... ■



Line-outs are an important part of the game, since the computer spends most of the time kicking the ball into touch.

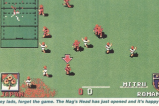


PAUL 76% I'm not a rugby man myself — after all, how difficult is it to throw a ball along a line of blokes? But I must admit to being rather impressed by Domark's version of this physical game.

The graphics are excellent (reminiscent of Amiga *Sensible Soccer*), which makes following the ball easy. With practice, you can string together a series of moves the All Blacks would be proud of.

Of course, if you follow rugby union, you'll be aware that these moves take second place to the most thrilling part of the game — kicking the ball into touch at every opportunity then hoping to win the line-out! No joke, this is all the computer does, rapidly taking *International Rugby* to the edge of Boredom City. This is a shame, because the two-player option's cool and makes a welcome break from soccer games.

My other gripes are the sound, which doesn't fit a sports sim, and the restricted options and competitions, which limit one-player matches. Rugby fans with like-minded mates, however, should put their order in now.



Hey lads, forget the game. The Nag's Head has just opened and it's happy hour!

m 16
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so on

strap,

Rugby



All the set kicks are controlled via a power/curve meter.

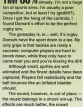
TIM 80% As you may know already, I'm not a huge fan of sports sims. I'm usually a poor competitor, but at least I try (geddit?). Once I got the hang of the controls, I found Domark's effort to be the perfect rugby sim.

The gameplay is, er... well, it's rugby. Domark have the sport down to a tee. My only gripe is that tackles are rarely a success: computer players are hard to knock down, while they only have to come near you and you're kissing the dirt!

Although small, sprites are well animated and the finest details have been captured. Players fall realistically and the ball bounces like an inflated bladder should.

The sound, however, is out of place — the music belongs in a shoot-'em-up. The effects are much better, the crowd cheering when you score and a satisfying thud every time the ball's kicked.

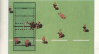
International Rugby's a cracking sports sim, crammed with detail. Those familiar with the rules should be impressed, others could feel a little bogged down...



Drop goals are a quick way to rack up the points.

All you never wanted to know about rugby so didn't bother to ask

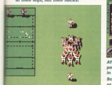
- Rugby originated in the early 19th century at the famous Rugby school, which is featured in the well known *Tom Brown's Schooldays* novel.
- William Webb Ellis accidently invented the sport while playing football, when he picked up the ball and ran. This early version of rugby was known as 'cheating'.
- The first standard set of rules were drawn up once again at Rugby school in 1846 and was officially played for the first time in 1863.
- In France, a player once gave the ball an almighty kick and lost it. The other players were unimpressed and continued play with his head. Other rugby ball substitutes include small furry animals, dinosaur eggs and Nintendo Entertainment Systems.
- It's a well known fact rugby players are terrified of mice and love peanuts (er, I think you mean elephants —Ed).



Tackling is difficult — you need to dive at their legs, not their necks!



After the game, you can analyse your performance. If the All Blacks had put in a few more tackles, who knows?



Scrums occur when the ball's downed or when the lads are feeling randy!

International Rugby

Domark
£39.99

89	Graphics
75	Sound
79	Playability
76	Lastability

78

A spot-on sports sim with great visuals and sound effects

Out: October

☎ 081 780 2222

Pic: Rex Features



Technocl

It may sound like an LFO versus The Prodigy remix but Electronic Arts' tale of two realms is a far more inventive combination. Back-to-nature serenity and grimy, noisy technology are at war; can they ever be reconciled?

Have you ever wondered what life would be like without machines? A life where everything revolved around nature and natural forces rather than machines and mechanical designs? There *is* a world where this idyllic lifestyle thrives, where man can achieve high karma and grow as many unusual plants as he likes.

Sadly, the Inner Realm exists in a parallel universe and its opposite, outer number is a smog-filled hellhole where sinister technology has bred a race of nature-hating cyborgs. These thugs discovered a portal linking the two worlds and, to cut a long story short, decided they wanted them both.

The nature-loving people have scraped together a team to journey through the portal to the Outer Realm and find out why their world's being over-run with dirty, oily androids. This is where history stops and the present begins.

Ronaan around

You guide team leader Ronaan through the Outer Realm and try to find out who's behind the trouble. To help your quest, you've two bodyguards, a pet falcon, Indar, and your mentor, Abaris.

The bodyguards accompany you on forays through the levels while Abaris breaks camp somewhere, so you've a place to recuperate and get advice. Indar stays on your arm until called upon to scour a level for enemies, doors, caves etc.

When you've decided which bodyguard will accompany you, you're ready to leave the camp and enter the level. Viewing the action from above, the screen scrolls as you steer Ronaan and issue orders to the bodyguard — follow or hunt for metal-heads, for example.

Spells trouble

The idea of each level's to complete tasks set by Abaris. These usually involve finding certain items or achieving a number of objectives while killing as many cyborgs as possible.

Because you're from a green world, you haven't got a gun or rocket-launcher to total bad guys. Instead, you're equipped with a stunning array of spells and a staff which is used as a weapon and shield.

Spells include a standard magic missile (which can be powered up to autofire), time bombs, magic handcuffs (kinky), lightning bolts and smart bombs. All are in limited supply but you can gain more by collecting the icons cyborgs drop when you blast them. The same goes for defensive spells such as heal, teleport and invincibility.

Shard guard

Out in the wastelands, gameplay's reminiscent of *Gauntlet*, ie, kill waves of baddies while trying to blow up the generators and portals from which they appear. Hits reduce your life bar; let it go too far and, if haven't got a heal spell, you lose a life.

Towards the end of each level, you come across a super-charged bad guy, who's protected by one of Abaris's missing life shards. Defeat one of these and you know the next level's just around the corner.

As you progress, you explore casinos, scrap yards, deserts and even underground cities, fighting all kinds of techno-terrors as you go. Baddies get tougher and smarter so you'll be glad to know you've four continues to play with. Should you run out of these, passwords return you to the start of levels.

Someone declared war on Mother Nature — and this is going to be the father of all battles! ■



Ronaan and Farrg scour the junk yard for four card-keys.



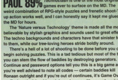
You've penetrated the Machine Lord's lair. Find and destroy him.

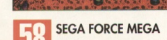
PAUL 89% ***Technoclash*** **is one of the most original games ever to surface on the MD. The weird combination of RPG-style puzzles and frenetic shoot-'em-up action works well, and I can honestly say it kept me glued to the MD for hours.**

The 'Nature versus Technology' theme is made all the more believable by stylish graphics and sounds used to great effect. The techno backgrounds and characters have that sinister feel to them, while our tree-loving heroes stride boldly around.

There's a hell of a lot of shooting to be done before you can begin solving puzzles. This is a tad tedious but most of the time you can stem the flow of baddies by destroying generators. Continue and password options tell you this is a big game and you're well advised to note all codes — certain baddies kill Ronaan outright and if you're out of continues, it's Game Over.

Technoclash **is a bloomin' good game with enough variety to keep MD owners happy. It could've been more involved (RPG elements play second fiddle to shoot-'em-up gameplay), but there's a lot on offer and a long-lasting challenge.**







lash

Indar, Ronaan's pet falcon, is called upon to scout the levels.

TIM 85% I don't know how to describe *Technoclash*. Strong roleplaying, shoot-'em-up, sci-fi and strategy elements have been rolled into one original cart.

The graphics are top quality. Each sprite's well animated, end-of-level cyborgs look mean, scenery's colourful and imaginative... there's a lot to occupy the eyeballs. The sound's pretty impressive, too, a suitably raucous mixture of gunfire, explosions and sizzling lightning bolts drowning out the music.

Technoclash has plenty to keep you occupied. The shoot-'em-up element is overwhelming at times — streams of adversaries slow you down — but nice touches such as the ability to deflect a missile back to the sender lighten the tasks. There are loads of pick-ups and special weapons — there's even Indar the Falcon to scan the area.

Technoclash's RPG and strategy undertones give new life to the *Ikari Warriors/Gauntlet* man-to-man style of shoot-'em-up. When your *Jungle Strike* 'copters have been downed, visit the Outer Realm.

In the underground world, you're constantly under attack. Stop the cyborgs by destroying generators.

You can alter your bodyguard's attitude. In this situation, make Farrg aggressive and he nukes that baddy.

Ronaan's standing by a cyborg generator. Use time bombs to destroy it.

Those saucers are deadly: they can take a load of hits and are equipped with rapid-fire lasers (gulp).

The first level sees you battling through a Las Vegas casino as you attempt to find your friends.

Pic: Rex Features

Technoclash
EA
£44.99

85	Graphics
80	Sound
84	Playability
87	Lastability

87

This original RPG/shoot-'em-up should keep most gamers happy

Out: Now ☎ 0753 549 442

B.O.B

B.O.B's a cool android with an ear for rock 'n' roll and an eye for the ladies — he's on a blind date and outta this world! Trouble is, passion turns to pain as he crash-lands on a hostile world. Can you get him to the church on time?

Robotic B.O.B was bored — *really* bored — so when his mates set him up with a saucy cyborg, his mind clicked into overdrive and his wallet plunged into overdraft! Expensive oil de cologne, jazzy spark plugs, a new laser for his right arm... nothing was too good for this date.

All the time and expense paid off: B.O.B looked *hot*. His transport, however, was *not* — but where was he gonna get a set of thrusters?

Two days and a helluva lot of grovelling later, B.O.B was cruising to his date in his dad's vintage space wagon. He'd been given strict instructions to drive carefully and return home no later than 11 o'clock. Some hope, eh?

Some hope indeed: B.O.B was so preoccupied he forgot to look where he was going. The wagon collided with an asteroid and sent B.O.B spiralling toward the strange planet of Goth.

A sobbing B.O.B

B.O.B's up to his neck in it: he's got to escape Goth, meet his dream date before she dumps him *and* explain to his dad why the space wagon's been converted into a sardine can. This is where you come in.

Guide B.O.B around the levels of Goth, looking for the starry portals which take you across the planet and, eventually, to freedom. Each level's packed with platforms, most occupied by aliens who don't take kindly to strangers and do their upmost to reduce you to molten metal!

Every time you're hit by an alien, fall from a great height or tread on something you shouldn't (like molten lava), an energy bar goes down. Energy pick-ups and 1-Up tokens can be found but they're few and far between, as are B.O.B's recharge points.

Don't rely on darting through levels, hoping to find extra energy — there's a time limit but you should take out anything you come across.

Remotely interesting

B.O.B's built-in laser is adequate at first but the further you get into the game, the tougher bad guys become. Luckily, eight types of pick-up are spread throughout the levels, including a flamethrower, missiles and a three-way cannon.

When you're leaping around Goth, there are situations when ordinary moves and firearms aren't enough. You may need a way to slow your fall, the explosive power of a smart bomb or make a massive jump.

You can do *all* these things as long as you've picked up the correct remote unit icon and selected it via the menu, which fills the screen when Start's pressed. Be warned, if you accidently use a remote, you could be stranded.

He scoots, he scores!

At the end of the first world and at various points in the following, tougher levels, you meet end-of-level baddies. These guys are total hard cases so you're advised to stock up on powerful weapons.

The constant battle against time, limited ammo and nasty aliens means that, sooner or later, you lose all of your lives. There are unlimited continues and a password option, but you only get a new code every four levels.

On some levels, B.O.B hops into a space scooter and you fly along, avoiding roofs, walls and baddies, once again under a time limit. These levels often waste lives as you struggle to remember the pattern of obstacles; practice makes perfect.

B.O.B's set to become a cult Sega character. With his boyish good looks and rugged charm, he's gonna be a big hit with the girls — unless his dad gets to him first! ■

Above: B.O.B beams to and from levels... so why couldn't he go straight to the end?

A wide array of hardware, but supplies are sadly limited.

In an early level, B.O.B's fully charged but short on time. His missiles make short work of the flamer robot.

WARREN 81%

Bucket Of Bolts? Brains Or Brawn? Built On Bionics? No one's quite sure *what* B.O.B's initials stand for — but his cart stands for hours of challenging, amusing gameplay.

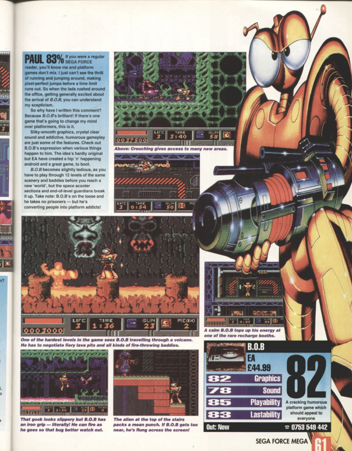
The tone's set at the start, when B.O.B peers over the programming team's logo (Foley Hi Tech Systems) before being nagged by his grouchy father. B.O.B cruises through space, sings along to the radio... then meets a swift demise when he ignores a 'road sign'.

In-game, B.O.B runs and hops around energetically, his antenna wobbling as he goes. He communicates via speech bubbles and has a number of wacky victory dances and untimely demises, from collapsing into a pile of soot, his blinking eyes intact, to falling apart at the spot-welded seams.

Similarly cartoon-like enemies haven't had as much attention lavished on them but you'd better sit up straight and watch their every move or you won't get far. B.O.B has a generous variety of weapons and remote units to collect but sharp reflexes are needed to make use of his arsenal.

My major complaint is the complete lack of restart points. You can be half a screen away from the twinkling, rotating exit, lose your last drop of energy and find yourself beamed back to the start. Passwords prevent utter frustration and make the 36 levels a major task rather than an impossible one.

If there were occasional restart points I'd give *B.O.B* a big thumbs-up, but even as it stands, it's an outstanding platform game. Don't float around your computer store, march up to the counter and ask for *B.O.B*!



PAUL 83% If you were a regular SEGA FORCE reader, you'll know me and platform games don't mix. I just can't see the thrill of running and jumping around, making pixel-perfect jumps before a time limit runs out. So when the lads rushed around the office, getting generally excited about the arrival of *B.O.B*, you can understand my scepticism.

So why have I written this comment? Because *B.O.B's* brilliant! If there's one game that's going to change my mind over platformers, this is it.

Silky-smooth graphics, crystal clear sound and addictive, humorous gameplay are just some of the features. Check out B.O.B's expression when various things happen to him. The idea's hardly original but EA have created a hip 'n' happening android and a great game, to boot.

B.O.B becomes slightly tedious, as you have to play through 12 levels of the same scenery and baddies before you reach a new 'world', but the space scooter sections and end-of-level guardians break it up. Take note: B.O.B's on the loose and he takes no prisoners — but he's converting people into platform addicts!

Above: Crouching gives access to many new areas.

One of the hardest levels in the game sees B.O.B travelling through a volcano. He has to negotiate fiery lava pits and all kinds of fire-throwing baddies.

A calm B.O.B tops up his energy at one of the rare recharge booths.

That gook looks slippery but B.O.B has an iron grip — literally! He can fire as he goes so that bug better watch out.

The alien at the top of the stairs packs a mean punch. If B.O.B gets too near, he's flung across the screen!

B.O.B
EA
£44.99

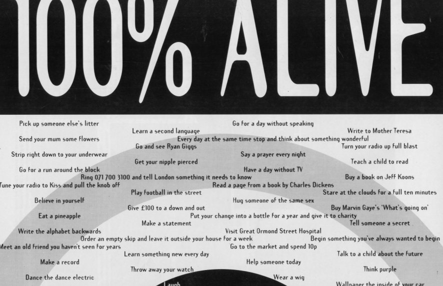
82	Graphics
78	Sound
85	Playability
83	Lastability

82

A cracking humorous platform game which should appeal to everyone

Out: Now

☎ 0753 549 442



100% ALIVE
Pick up someone else's litter
Go for a day without speaking
Learn a second language
Write to Mother Teresa
Send your mum some flowers
Every day at the same time stop and think about something wonderful
Go and see Ryan Giggs
Turn your radio up full blast
Strip right down to your underwear
Say a prayer every night
Get your nipple pierced
Teach a child to read
Go for a run around the block
Have a day without TV
Ring 071 700 3100 and tell London something it needs to know
Buy a book on Jeff Koons
Tune your radio to Kiss and pull the knob off
Read a page from a book by Charles Dickens
Play football in the street
Stare at the clouds for a full ten minutes
Believe in yourself
Hug someone of the same sex
Give £100 to a down and out
Buy Marvin Gaye's 'What's going on'
Eat a pineapple
Put your change into a bottle for a year and give it to charity
Make a statement
Tell someone a secret
Write the alphabet backwards
Visit Great Ormond Street Hospital
Order an empty skip and leave it outside your house for a week
Begin something you've always wanted to begin
Meet an old friend you haven't seen for years
Go to the market and spend 10p
Learn something new every day
Talk to a child about the future
Make a record
Help someone today
Throw away your watch
Think purple
Dance the dance electric
Wear a wig
Laugh
Wallpaper the inside of your car
Plant a tree
Make everyone at work a cup of tea
Take a picture of your back
Go on holiday and don't take any luggage



TUNE TO 100FM, CLOSE YOUR EYES, STICK A PIN IN THIS PAGE AND DO IT.
Make everyone at work a cup of tea
Take a picture of your back
Go on holiday and don't take any luggage
Get on a bus you've never been on before
Say yes for a day
Take a bath in milk
Do a jigsaw puzzle
Dance in the front garden
Put your name on a star
Climb a tree
Get your hair cut
Shave your head
Stop someone getting AIDS
Watch 'It's a wonderful life'
Dance in the rain
Feed the birds
Learn to fly
Get on a bus you never got on before
Fast for a day
Visit an art gallery
Do a cartwheel
Drink a glass of water
Buy a hat
Write a poem
Tell someone your dreams
Clean your ears
Use a fountain pen
Feed someone else's meter
Walk on the grass
Dream for the day
Walk home today
Carry a flower all day
Make a million pounds
Visit New York
Feed the dog
Paint your toe-nails
Talk about God with a friend
Listen to Jazzie B's next show
Invite your neighbour to tea
Take your granny to the movies
Wink at someone ugly
Get up an hour earlier tomorrow
Give your favourite possession away
Stop saying no for a whole week
Buy the next record you hear on Kiss
Do 100 press-ups
Memorise a Woody Allen joke
Put on a dress
Buy your boss a present
Eat something you've never tried before
Tell the truth for a day
Write to your MP
Tell someone you appreciate what they do
Ride a Merry-go-round
Scream
Make a wish
Buy a friend your favourite book
Say hello to a policeman
Put the kettle on
Go home a different way every night for a week
Tune into Caesar tomorrow morning at 4am
Spend an hour in a place of worship
Take up knitting
Learn to listen more
Photocopy this ad and get someone else to do it
Send someone a telegram
Listen to Rodigan's next show, in the park
Sing a song at the top of your voice
Only boil as much water as you need
Put your sofa in the kitchen
Spend an afternoon speculating on how to make a million
Help a stranger with their shopping
Learn a new word every day
Go to a museum
Forgive someone
Write a fairy-tale
Do one thing to make the world a better place to live
Kiss 100fm

Playing Tips

If you're the sort to sweat and fret over your Mega Drive games, this is the section for you. Every month we bring you the best tips, cheats, players' guides and codes for the latest and greatest games. Don't forget, you can win £100 if you send in an awesome cheat — or you might be really lucky and win one of our cool T-shirts! Whatever you want to win, send your stuff to PLAYING TIPS, SEGA FORCE MEGA, Impact Magazines, Ludlow, Shropshire SY8 1JW.

Send your tips and win £100 in cash!



Ecco: The Dolphin

To access all the levels, simply type in PLEASE on the code screen followed by the appropriate two letters, eg, P L E A S E K K takes you to Deep City.

A-B Start
E-E Ice Zone
F-F Island Zone
G-G Pteranodon Pond
H-H City Of Undercaves
K-K Deep City
O-O The Last Fight (follow with QWGITDBX)
Q-Q Origin Beach
R-R Cold Water
U-U The Marble Sea
W-W Open Ocean
Z-Z Ridge Water

For a restart cheat, simply type in NIHPLODS on the password screen. When you die, you restart the game at exactly the same point. Thanks, Steven, for all the codes.

GAME GENIE

If you own the other Mega Drive 'game enhancement device' (see Action Replay section, opposite), here are more codes.

F22 INTERCEPTOR

RH9TR60T....MASTER CODE — must be entered
AHAA-AAEE....Start with two lives
AMAA-AAEE....Start with three lives
WCPA-GCA6....Start with 400 ammo
1B7T-BLYW....Fuel burns twice as fast
1B7T-BGZA....Afterburner fuel burns twice as fast

NHLPA HOCKEY '93

RH7T-R60E....MASTER CODE — must be entered
ZJNA-CJC2....Period clock runs slower
HVWT-AADO..Each period lasts one minute
CBWT-A6DO...Each period lasts 60 minutes
AHXT-BJ5J.......All penalties last one minute
AWEA-AA7Y....Infinite time-outs

SPLATTERHOUSE 2

AX2T-AA8Y....Infinite lives
AX2T-AA68....Invincibility
HH2T-BLY8....Hits hurt twice as much
AE0A-AAGA....Start with one life
AYOA-AAGA....Start with five lives
BE0A-AAGA....Start with nine lives

WORLD CUP ITALIA '90

AAMT-ACEC........Player one starts with one point, player two with zero
AAMT-ANEC........Player one starts with six points, player two with zero
AEMT-AAEC........Player two starts with one point, player one with zero
A2ZA-BE3G........Each player one goal is worth six
A2ZA-BE6E........Each player two goal is worth six
ATYA-BE32....Time passes four times faster

And while we're on the subject of dolphins, that Sega nutter **Ed Lomas** has yet again found some cheats for *Ecco*.

When you type in SHARKFIN, you're transported to the **Lagoon** without an air bar, so you don't have to keep hunting for stuff! If you press [B] then [A], you shoot out a deadly sonar that kills anything in its path!

Road Rash 2

That man in the know, **Ed Lomas**, has cracked a password system yet again. This time he's figured out a way to customise your passwords so, with a little trial and error, you can have the bike you want and as much money as you'll ever need. This may sound complicated, but in practice it's easy. Take a password from the game — we'll call ours 1234-5678. To change the bike, add or subtract multiples of two to the number at position 2 of our password and do the opposite to the number at position 6 (ie, if you add four to position 2, subtract four from position 6). To alter the level, add or subtract to positions 5 and 8 — ie, if you're on Level 1, add three and you *should* start on Level 4. This type of code doesn't always work.

To get various amounts of money, add or subtract multiples of two to any one of the positions 1, 2, 3 or 4, remembering to do the opposite to the three remaining positions.

And finally, to change the qualified tracks, add or subtract to position 7 and do the opposite to position 8. The tracks aren't in ascending order so, as with the other code changes, experiment till you get the best result.

Sonic 2

Every month I get loads of letters asking for *Sonic* tips; the hedgehog sells many an MD and new users don't know the cheats. To save you writing in, I'm dedicating a regular section to *Sonic 2* so you've always got the tips you want. This month it's the level-select and SuperSonic cheat.

Level-select

Go to the options screen and play soundtracks 19, 65, 09 and 17 (no need to listen to them fully). Return to the main screen (with game and option select) and press [A] and Start together. If you've done everything correctly, a level-select should appear! You can play every stage, including the plane stage and the final confrontation with Dr Robotnik.

SuperSonic

Get to the level-select screen. At the bottom there's another sound test. Play tracks 04, 01, 02 and 06 and select your level. Sonic should become the bleached-hair wonder after he collects 50 rings!

Greendog

To get a reset button in the game, simply press [A], [B] and [C] together then Start!
James Fenneberg, Essex

Dragon's Fury

Type in this code for 555,500 points and 33 balls: 09563 35555. And that's not Ade's telephone number! If you want to go straight to the last game, type the password 55CLAE8EC7. Your score's 999,999,900. Send the ball into the playing area. You gain an extra hundred points and the chance to tackle the last section.

Quackshot

On the final level of the island, you meet a mean geezer throwing his sword around, making the place fall down around your ears.

When he lifts his sword skywards, fire a plunger at his face. Now fire a plunger at whichever wall's nearest. Leap on the plunger. Make your way up the wall to avoid the falling masonry.

When safe, fall to the ground and fire at him again. Repeat the above until you defeat him.

FATAL FURY

Ed Lomas has found a way to control Gesse Howard in the Vs matches. Just hold down Left on the joypad when the character selection screen appears to get the big boss man and all his special moves.

Ed's also found out how to choose your opponent in a one-player Vs match. All you have to do is hold down button [C] on the second controller when the character selection screen appears, then press Left. You should be able to choose any adversary, including Geese Howard.

Staying with *Fatal Fury*, Robert Cook from Bromley in Kent has found a cheat which gains an extra continue every time you die. When you're presented with the Game Over screen, press diagonal Up-Right while holding [A], [B] and [C]. You can use this a maximum of nine times and fight any character as many times as you like, making progress to the ultimate battle with Howard that much easier.

Alien 3

Having a spot of trouble keeping those extra terrestrial terrors at bay? If alien-bashing's getting you down, what you need is a good warp! Follow the instructions below and you can skip any level!

First go to the options screen and plug a joypad into the right-hand port. Press [C], Up, Right, Down, Left, [A], Right and Down. You hear a sound if the cheat's worked. Plug the joypad back into the usual port and start the game.

When you want to skip a level, simply pause the game and press [C], [A] and [B] in that order. Unpause the game and you should be taken to the next level!

NHLPA Hockey '93

The best teams to start with are New York, Montreal and Chicago. The best to play and win are Hartford, Quebec and Ottawa.

Passing: Only pass when there's an unmarked man in a good area — the computer's very good at intercepting poor passes. Try to pass to someone making a run for the opponent's net.

Defending: Always use the [C] button on an attacker with the puck. There's no point doing this when he's facing the other way. Only use the [B] button when an attacker's about to pass to you. Try and steal the puck off him.

Scoring: Always shoot using the D-pad. Use top-right or top-left to score some corner goals near the blue line in front of goal. Near the net, aim the D-pad in any direction and tap [C].

Try lobbing at the keeper by tapping [C] when aiming for the goal, just in front of the halfway line. Another option's to run up to the keeper and press [B]. Your man either nuts the keeper or shoots and knocks in the rebound.

Fighting: The computer puts up a hard fight. Use this technique: First, move your player back when your opponent swings. Move forward and hit the other guy (press [C]).

Players: If one of your players gets knocked out in a fight etc, the computer selects another to take his place. Sometimes, the computer makes a bad choice. You *can* resolve this.

Pause the game and go to the Edit Line screen. Press [C]. You'll see the lowdown on your team. Go to the player the computer selected and press [C]. You should have a list of other players.

Go through them all, checking speed and shooting ability. When you find the best one, press [C]. Press [C] again on the Exit option. You return to the game with a better player!

Chuck Rock

Enter this cheat when the band's playing: [A], [B], Right, [A], [C], [A], Down, [A], [B], Right, [A]. If the cheat's entered correctly, Chuck grins at you. When you want to use the cheat, press pause and use the D-pad to select a level.

Earnest Evans CD

To get a level select, pause the game and press Up, [A], Down, [B], Left, [A], Right, [B]. Unpause the game and you start on the next level.

Assault Suit Leynos

What a bizarre game title. Anyway, for invincibility, press Start on joypad two while playing.

ACTION REPLAY

I've been sent a boat-load of codes this month, mainly by those nice chaps at **Datel HQ**, although **Andrew Storr** deserves a mention for the *Dungeons & Dragons* codes.

DUNGEONS & DRAGONS

FF10C500FF	Gives you £280,000
FF91850014	Gives top character maximum experience points but you must have one fight for each
FF915A0001	Cure Light Wounds scrolls
FF915A0003	Cure Serious Wounds scrolls
FF915A0006	Cause Light Wounds scrolls
FF915A0009	Cause Critical Wounds scrolls
FF915A000C	Detect Magic scrolls
FF915A000F	Light scrolls
FF915A0010	Darkness scrolls
FF915A0013	Continual Dark scrolls
FF915A0016	Anti-magic Shell scrolls
FF915A0019	Resist Cold scrolls
FF915A001C	Detect Trap scrolls
FF915A001F	Animate Dead scrolls
FF915A0020	Create Water scrolls
FF915A0023	Death Spell scrolls
FF915A0026	Sticks To Shakes scrolls
FF915A0029	Hold Portal scrolls
FF915A002C	Read Magic scrolls
FF915A002F	Entangle scrolls
FF915A002F	Entangle scrolls
FF915A0030	Mirror Image scrolls
FF915A0033	Fireball scrolls
FF915A0036	Slow scrolls
FF915A0039	Protection From Missiles scrolls
FF915A003C	Ice Storm scrolls
FF915A003F	Feeble Mind scrolls
FF915A0040	Wall Of Stone scrolls
FF915A0043	Stone To Flesh scrolls
FF915A0046	Bows
FF915A0049	+1 daggers
FF915A004C	Maces
FF915A004F	Slings
FF915A0050	+1 Slings
FF915A0053	+2 Swords
FF915A0056	+1 Swords + vs 3 enchanted
FF915A0059	+1 Swords + vs 3 undead
FF915A005C	Axes
FF915A005F	Spears
FF915A0060	+1 Spears
FF915A0063	War hammers
FF915A0066	+3 War hammers
FF915A0069	+1 Leather hammers
FF915A006C	Chainmail
FF915A006F	+3 Chainmail
FF915A0070	Plate mail
FF915A0073	+3 Plate mail
FF915A0076	+2 Shields
FF915A0079	Ring of Protection
FF915A007C	Ring of Water Walking
FF915A007F	Displacer cloaks
FF915A0080	Drums of Panic
FF915A0083	Horns of Blasting
FF915A0086	Potions of Heroism
FF915A0089	Potions of Giant Strength
FF915A0090	Protection From Magic scrolls
FF915A0093	Protection From Undead scrolls
FF915A0096	Wand of Fireballs
FF915A0077	+3 Shields
FF915A0078	Ring of Fire Resistance
FF915A007A	Ring of Regeneration
FF915A007B	Ring of Spell Turning
FF915A0099	Wands of Magic Detection
FF915A0097	Wands of Lightning
FF915A0098	Wands of Paralysis
FF915A009C	Wands of Trap Detection
FF915A009A	Wands of Negation
FF915A009B	Wands of Secret Doors

All of the above codes are infinite while enabled

FLASHBACK

FFD3D70005	Infinite shields

MEGA-LO-MANIA

FF156F0063	Infinite men for every island

TMNT Hyperstone Heist

FFC0390004	Infinite lives for player one
FFC03B0004	Infinite lives for player two
FFC0590050	Unlimited life for player one
FFC05B0050	Unlimited life for player two

Evander Holyfield Boxing

Select 'START NEW CAREER' and type in 'The Beast'. Now push Start. A green man with blue hair should appear (sounds like an OAP Hulk!). You now win all fights (unless you're a crap gamesplayer!) because you have full power, stamina, speed and defence.

Try to use hooks and uppercuts because these are the easiest to perform and take away the most energy. Try to build up power and speed when buy something.

If your opponent keeps moving away when his energy's low, push [A], [B] and [C] together and he moves forward. Mind he doesn't smack you in the mouth when he does this, because you're unable to move.

When selecting an opponent, choose the highest ranking boxer you can fight, 'cos you get more money.

Smash TV

1. Don't rush around the screen, your weapons are more effective when you stand still.
2. Never put yourself at risk for the sake of bonuses etc.
3. Taking the shortest route isn't always advisable. If you're low on lives, pay a visit to the bonus room.

Level 1: Mutoid Man

Shoot his left arm first then go for the right. Now stay on either side. Shoot like mad! Don't be tempted to shoot him from directly in front or behind, it's too hazardous.

Level 2: Scar Face

This dude's the hardest. The only way to kill him is to blast every single segment of his shell until only a crater remains. The bottom segments are difficult to shoot 'cos he moves so quickly. It pays to keep moving at all times as the missiles he fires are deadly accurate! If a missile icon appears, grab it!

Level 3: The final dude

Similar to Mutoid Man. Use the same process to destroy him and complete the game!

Mega-lo-Mania

player's guide

Having trouble with *Mega-lo-Mania*? Can't get off the first few Epochs? Help is at hand. Scott Hawkes from Swanscombe in Kent has sent an island-by-island guide for the first three Epochs, as well as a host of general tips.

Firstly, choose Scarlet — we don't know why, but she seems to get the best results. Secondly, in these first three Epochs, use all men available when designing a weapon.



Epoch 1: Aloha

1. Set passage of time to fast (but keep auto-slow on, otherwise you won't have time to react when you're attacked).
2. Start with ten men and send them all to design the rock weapon.
3. Wait until you have 15 men.
4. Design stick weapon and position four in tower turrets.
5. Wait until you have 25 men.
6. Design catapult and accumulate 30 men.
7. The reason for designing both weapons is that if you're attacked early, your men are armed with rocks and your opponents will be unarmed.
8. Send all your men into attack with catapults.

Bazooka

Basically, the same rules apply as with Aloha, apart from the fact you only need to design attacking weapons.



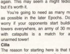
Again, start with ten men. If, for some reason, your opponent chooses this sector, switch off the Mega Drive and start again. This may seem a might tedious but it's worth it.

You're going to need as many men as possible in the later Epochs. Don't worry if your opponents start building towers everywhere, an army of 30 men with catapults is a match for any unarmed tower!

Cilla

The reason for starting here is that the element needed to design a pike is readily available, thus there's no need for mining and you can go in for a quick kill with a much stronger weapon.

Start with 15 men and try to form an alliance. Having one opponent attack





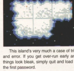
instead of two is obviously much easier to cope with. Wait until you have 30–35 men then steam all over the island, wiping out everything in sight. Extremely satisfying.

Password: **OGLAOVPVINF** (165 men)

Epoch 2: Dracula

Bear in mind everything you've learnt from the first Epoch. Start with 18 men.

1. Design pike with all men.
2. Try not to ally.
3. Wait until you have about 30 men then wipe out the opposition.



This island's very much a case of trial and error. If you get over-run early and things look bleak, simply quit and load in the first password.

Etcetera

1. Design catapult.
2. Send four men mining.
3. Design pike with the rest of your men.
4. Wait until you have 40 men.
5. Send a few men to join the miners.



6. When you have about ten pikes, send all your men into battle with pikes and catapults. You should have no problem wiping out the opposition.

Formica

1. Design pike.
2. Ally with anyone... EARLY!
3. Build up your men. Always send all your men to defend your tower
4. When your opponents are fighting each other, design a number one shield and bow and arrow. Arm your tower turrets.
5. By now, one of the gods will be dead. Build up 50 men then destroy the other one.

Password: **FGEAAQGHSNF** (214 men)

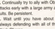


Epoch 3: Gazza

1. Design pike.
2. Continually try to ally with Oberon. He attacks early with a large army and catapults. Be persistent.
3. Wait until you have about 40 men (always defending with all of them) and attack Oberon.
5. If you feel that your army's too weak to go through the island in one fell swoop, simply go back to your tower and multiply!
6. A general rule is that 30 men with pikes will destroy any tower on this island. Less than 20 and you're taking a risk.

Hernia

The principle here is the same as with



Gazza. Start with 15 men in either sector; design a pike; ally; build up forces; defend yourself; then attack with 40–50 men.

Beware! You're continually attacked on this island — alliances are critical.

Ibiza

This island is very similar to Bazooka. Start with 15 men and use the same system as the other islands on this Epoch.

Password: **CXMBGVDUZBD** (269 men)



General Tips

1. Be very frugal with your men — you only get a hundred per Epoch. Believe me, when you get to Epochs seven, eight and nine, you need every man you can lay your hands on. If you complete an island easily, go back and do it with fewer men.
2. Search sectors for elements that can be gathered and not mined. This saves a lot of mining time and leaves more men for designing.
3. Don't design anything too complex as it takes ages to complete. It's not worth designing a cannon when you're at 900 AD and only have 30 men!
4. Don't spread your armies too thin, you'll only be wiped out. It's better to have a strong army in one sector.
5. Always attack your opponents' strongest sectors first.
6. Design an attacking weapon first, then a shield.
7. When dealing with 2–3 gods, always try to ally, for obvious reasons.
8. When mining, send as many men as possible, so you have the widest range of elements and designs available, then pull most of them out and into design.
9. Check the blueprints of complex designs. If they use too much of a particular element, trash it and redesign the weapon — if you have time.
10. If you have 200+ men, don't set them all designing one thing, as there's a point where it doesn't matter how many more men you use. Send the excess to build a tower.
11. Another reason to hold back men from mining, designing and factory work is that, for example, 30 soldiers can't man 30 cannons.
12. Try to keep at least five to ten men in your main pool to reproduce (that's clever of them! —Sub Ed).
13. Keep a close eye on all of your towers. There's nothing more infuriating than having an unarmed, heavily-populated tower destroyed.
14. Keep an eye on your opponents' towers. If one has men in his tower turrets, it's usually a good sign he's getting too strong for comfort.
15. Whenever possible, design nukes. They take time but it's very satisfying seeing an opponent's high-tech level obliterated in one attack. Watch who you launch them at: spending eons designing one then getting destroyed by a nuke deterrent is no fun! The best tactic is to mount deterrents on your tower then evacuate, leaving a useful booby trap.
16. From Epoch six onwards, it's important to choose the correct starting sector. Some are completely barren of useful elements.
17. You'll use more and more men per island, hence saving them earlier on is important, or you come unstuck and waste valuable time breeding.
18. Remember, you can't build in a vacant sector while you're in an alliance.
19. Get as many men into suspended animation as possible.
20. Be economical. Don't design a weapon you don't need to win control of an island.



Mining

In early levels, mining isn't a problem, as few elements are required for inventions. However, as the game progresses, you experience supply shortages, as new inventions are made of more raw materials.

In the short term, the best method's to allocate more men to the mines, but this leaves drains resources in other departments. So, do nothing... Well, not quite, as the people spend their free time reproducing. The higher the game speed, the more men you'll have in a shorter period of time.

An obvious but essential point is to ensure you're only mining materials you need.

Inventions

Whatever the Epoch and island, a top priority is to invent defensive and offensive objects. These are essential to establishing yourself; the computer often makes little attacks to test your mettle in the early stages of each conflict.

However, on later Epochs (with their higher tech levels), you'll discover you can't invent objects straight away. Set men mining so your boffins have the elements they need for their latest creation.

At certain points, certain elements will be exhausted. As a result, inventions requiring this ingredient can't be created until they're scrapped and redesigned to use readily-available materials.

Don't bother with objects you no longer need — there's little point redesigning the stick when you can be working on nuclear missiles!

Objects

Throughout the game, you'll create all manner of hardware, from rocks to flying saucers. Try to utilise better weaponry than your opponents — catapults against their rocks and so on. This cuts casualties and furthers your cause no end.

Secondly, always have spare shields to repair buildings. There's no point crying over a crumbling castle when a little effort earlier would've prepared you.

Battles

As a rule, it's best to use all armed individuals during combat, as weight in numbers ultimately lead to more satisfactory results. Remember to return men to a tower after battles, otherwise they won't reproduce.

When using nukes, remove any forces you have in the target sector — or they'll be vaporised just as cleanly as your opposition.

When you destroy an opponent's tower, it's advisable to kill any of their forces still wandering around the map. If you don't, they're likely to build another castle and you're back at square one.

Buildings

Later battles require buildings other than towers. These have to be built and defended by your men and, like tower, can be destroyed during attacks. Generally, it's best to build all necessary structures once you've entered a sector.

Nuclear Wars

When you and your opponents are able of creating nukes, matters are complicated no end. Winning's then a matter of inventing warheads before they do and launching them as soon as your inventors have made the button.

In this situation, do nothing but create nukes and nuke defences — your time is wasted on anything else. It's easy to accidentally blow up your own sector, making the area uninhabitable to all combatants, so be very, very careful...

Level codes:

Level 1: FXDCNECJFTS
Level 2: GKLATVPWINK
Level 3: ATABFIQWIHO
Level 4: EBADLZXERTU
Level 5: HJOBHBNYRHO
Level 6: ZMWBNYBSTBQ
Level 7: RWPBXJNNTNF
Level 8: ICBUDWNKNZ
Level 9: YUHDSRFCYST
Mother of Battles: CPFDGLLTUMA

Cyborg Justice

player's guide

If you don't know your upper-cuts from your torso-tackles, grab a couple of tinnies and make sure you've got half an hour to spare. Sit back, read this guide to *Cyborg Justice*, then smack the game on and kick Andromedan butt!

If you're ever going to get through *Cyborg Justice* in one piece, you've got to know all the moves and how to use them effectively. It's no good sticking to one move as, sooner or later, a computer cyborg gets wise. Before you can say 'Mind my windpipe', your head's been knocked off and everything's gone dark!

Here Paz takes you through the moves all cyborgs possess, detailing how and when to use them and the amount of damage attack moves inflict. Over the page, the body parts are analysed.

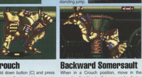
Evasive moves

These are bog-standard dodging abilities which must be mastered before picking a fight.



Block
Press and hold the [C] button to stop enemies' blows hurting you. You can't block missiles or flames.

Jump
Press [C] and the direction you're facing for a running jump, or just Up and [C] for a standing jump.



Crouch
Hold down button [C] and press Down on the joypad to squeeze those metal limbs into a crouch position.

Backward Somersault
When in a Crouch position, move in the opposite direction to the one you're facing and press [C]. Simply press [C] for an upright somersault.

Punches

Your cyborg's equipped with more punches than a dentist's waiting room! You don't need to be a boxer to master them, just follow our guide.



Jab
If you want to hit an enemy behind you, give button [B] a quick tap when you're in front of a cyborg.
Damage: LIGHT

Low Punch
In the crouch position, keep pressing Down on the pad and press [B].
Damage: LIGHT — stuns opponent after three hits



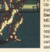
Electrocute
Hold down [A] and the direction you're facing when you're about arm's length from your opponent.
Damage: MEDIUM — stuns opponent for a short time

Head Smash
Hold down button [A] and press Down on the D-pad.
Damage: LIGHT — stuns your opponent after one hit





Mid Punch
Press [B] on the joypad.
Damage: LIGHT — but stuns opponent after three consecutive hits



Upper Cut
Hold down [A] and press Up on the joypad.
Damage: MEDIUM — knocks your opponent back so he can't immediately retaliate

Those extra-special moves

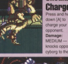
Punches and kicks are all well and good, but if you want to cause serious damage, take a look at these amazing cyborg-mauling moves.



Waist Latch

Jump toward an opponent and, while in the air, press Down and [C] together. If you've timed the jump right, you should land on your opponent's body and whack him with both fists. This bumps your energy up while knocking his down.

BE WARNED: Get this move wrong and you hit the floor, losing a third of your energy in the process.
Damage: HEAVY — restores your energy at the same time



Flying Shoulder Charge

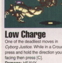
Press and hold down [A] to charge your opponent.
Damage: MEDIUM — knocks opposing cyborg to the floor





Pick Up Enemy

When you're very close to an opponent, get into the Crouch position. Keep your fingers on the joypad and [C] then sweep the joypad from the Down position to the direction you're facing (ie, Down, Diagonal-down and Right or Left). You should hoist the enemy above your head. Now press...
[A] to dump him on his head and break off an arm (**Damage:** MEDIUM)
[B] to throw him across the floor (**Damage:** HEAVY), or
[C] to put him down — used when you grab an enemy equipped with heavy legs, as these can't be thrown and cause a lot of damage.



Low Charge

One of the deadliest moves in *Cyborg Justice*. While in a Crouch, press and hold the direction you're facing then press [C].
Damage: HEAVY



Arm Grab

Get close to your opponent (it's easier if you stun them first) then press Back and [A] at the same time — you should rip their arm off. Now press...
[A] to replace your arm with theirs
[B] to throw the arm at the enemy, destroying them, or
[C] if you want to drop the arm.



Rebuild Enemy

'Why would I want to do that?' you ask. Because every time you rebuild an android, you can suck extra energy off them! And in a two-player game, you can revive a dead buddy.

To rebuild a cyborg, give a dead 'borgs remains a quick kick to separate the parts from the main body. Move over the parts and press [C] and Down. Holding [C], press Forward on the joypad. You should pick up the enemy's torso and plonk it back onto its legs.



Torso Tearer

If you've ripped the arm off an enemy, do the same move again (Back and [A] when close) and you rip off the enemy's torso, killing them in the process. Then press...
[A] to steal the energy left in the torso
[B] to throw it, or
[C] to drop the torso.
Damage: TERMINAL



Pick Up Body Parts

Use this to collect parts which have been detached from the main torso. If you've used the Torso Tearer and are left with a pair of legs or you've ripped off a cyborg's arm and want to pick up his weapon, use the Pick Up Enemy move. Hold down [C] and Down, press Forward on the joypad, then...
[A] to equip the arm/legs
[B] to throw them, or
[C] to put the arms/legs down.



General tips

1. Use Low Charge as much as possible — on the earlier levels it kills most cyborgs immediately.
2. All the legs on offer have their benefits, but for the first level, get a pneumatic pair. These legs allow you to leap death pits with ease, while others require precise jumps.
3. The first end-of-level baddie is a cinch to kill — get in close, rip his arm off and equip yourself with it — but from Level 2 onwards it's best to keep your distance and use a Laser. If you get close, the chances are he'll rip your arm off — closely followed by your torso!
4. Use freeze pads to your advantage. When a cyborg's stuck, don't kill him: use the waist latch to get as much energy as possible, *then* kill him, rebuild him and rip his arm and torso off. This bumps up your Brutality rating.
5. To take out all the cyborgs on the first level with very little effort, get a Laser hand and use the Crouch position. This is guaranteed to make scrap metal out of all enemies.

Body parts

When you've got all the moves down to a fine art, decide which body parts are best for you.

At first, everyone experiments with all the different parts, but some aren't worth the sprites they're made from. Check out the info below. All weapons are operated in the same manner: press button [A] twice and keep your finger on the button.



Fire Spray

Naff, naff and naff again. Ridiculously silly range and you'd get more heat from a Calor gas stove. Seriously, this doesn't cause much damage — it's probably the weakest weapon. It looks impressive but looks aren't everything, are they?



Normal Hand

This looks like your bog-standard, no thrills fist but packs a lethal punch — well, couple of punches, actually. When you operate it, your fist extends from the body. Now hold down the direction you're facing and the fist pummels away at anything in its path. It doesn't cause a lot of damage but stuns opponents in no time.



Crusher Hand

When this extends, use all D-pad directions to move the Crusher around on its base. It's especially useful for grinding off cyborgs' arms. If you're lucky, you can smash off both of your opponents arms with little effort.



Crouch

Did you know you can use your special weapon when in the Crouch position? And since most enemies duck when you whip your weapon out, this move comes in very handy.

All you have to do is Crouch, keep your finger on the Down position and double-press [A] as you normally would. It works well for projectile weapons and you can saw other cyborgs' gonads off. Well painful!



Launch Hand

Hmm, not too sure about this one. When you operate it, your hand flies off your arm. If it connects with an opponent, they're virtually dead meat — but then you've got to pick your hand back up before it explodes. If you don't, you've got to pull a limb off another cyborg, which is risky because it leaves you open to the old Torso Tearer and Game Over.



Special Weapon

Did you know you can pull the laser arm off end-of-level guardians? Thought not. Their weapons look like normal lasers but are three times more powerful! Be careful, though, these cyborgs have a nasty habit of ripping your arm off — closely followed by your torso!



Laser Hand

Now this is more like it! This seriously maims early opponents and holds its own as you get further into the game. The only problem is it's a bit slow to perform so make sure you're well out of range of any attacks before you use it.



Saw Hand

The circular saw weapon uses the same control method as the Crusher but does a better job of removing limbs.

Kicks







Standing High Kick

While in the block position, keep [C] held down and press Back and [A].
Damage: LIGHT

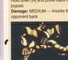


Flying Kick

When you're jumping, press [B] in mid-flight to perform a flying kick. From a standing jump, press [B] for a kick.
Damage: LIGHT

Kick

Hold down [A] and press Back on the joypad.
Damage: MEDIUM — knocks the opponent back





Low Kick

In the crouch position, keep pressing Down on the D-pad and press button [A].
Damage: MEDIUM

Flashback

Expert arcade adventurers will be nearing the end of this superlative cart by now, but tasks become highly complex and challenging as you enter the home straight. Lee Dransfield from Oldham saves the day with a guide to the last two levels.

Go right and kill the first alien (the easiest way is to keep low and roll), then up and right to kill the next. Continue right and activate the switch to open the door on your left. Go back to the start and right till you reach the open door. Stand on the lift and go down.



Head left and down, avoid the laser cannon and down again, where you meet three aliens. Throw your teleporter receiver to the bottom and kill them down there. Pick up your teleporter and go right, pick up the stone then head left. Roll under the wall and place your stone on the second pressure pad; this opens the door above.

Go through the door then climb up and activate the switches at the next one. Carefully climb down to the bottom and shoot at the next door to open it. Go to the switch and activate that. The door above opens and an alien comes through, killing your companion. Kill the alien and pick up the atomic charge from your blasted mate.



Through the trap door

Roll through to the next section and immediately start to climb. Pick up the diary and climb again. Throw the teleport receiver down the hole for a quick get-away.

Activate it and you appear on a ledge. Throw the teleporter to the other ledge, teleport yourself and kill the alien. Enter the door, which opens the trap door. Go down. Head right and recharge your shield. Kill the alien and throw your teleporter down the hole, activate it and fight the alien as soon as you appear.

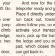
Climb down, through the door and down again to two aliens. Blast 'em then climb down and head left. Save the game, go left and up the wall, avoiding the falling bombs. Go through the door, over the pressure pads, kill the guards and head right. Pick up the key, head right and stand under the transporter. Head right and back onto the lift.

Go up, and when the lift stops, throw your teleporter past the alien and activate it. Kill the alien, head right till you reach the lock, use your key, jump over and save the game.

Under pressure, up the lift

Jump back over then run and jump onto the ledge. Use the lift and fight the aliens, go left, up and right — mind the bombs. Jump to the platform and go to the lift. Go up, use the switch to stop the cannon, up and left till you reach a hole with a guard and switch.

Leave your teleporter on the ground,



climb down and activate the switch, then quickly use your teleporter to get back up. You may need to recharge your shield, so go left and down on the lift. Go down and roll right to recharge.

Head back up and right. Jump over the hole and right, drop down and jump over to the pressure pad. Carefully climb down and let go. Grab the next ledge, drop down, go left and fight the two aliens.

Pick up the key, go through the door, use the other key to open the trap door and climb onto the lift. Make your way to the top and right through the door. Save the game.

Head right — watch for the timing on the rays — and go down on the lift. Use your key and go through the door. Drop down, blast the guard then down again and up on the lift to blow up the mines. Throw your transporter down the hole and activate it.



First take care of the alien then the brain which controls the laser. Step over to the left as far as possible and throw your transporter down the hole.

The tricky bit...

Head left, back to the save point — use it and continue left. When you get to the big hole, jump onto the ledge, go up and to the left. Recharge the door, go up on the lift and all the way down on the big lift. Save the game.

And now for the tricky bit. Get your teleporter ready and go through the door. Place it directly under the first ledge and run back out, towards the lift. Three aliens follow you, so when you see them, activate your transporter. Back in the room, pick up the transporter, climb onto the ledge and you stand on a pressure pad, which closes the door before they can get back in.

Now shoot the brain from the left, then get down and shoot from the right. Switch sides until you hear a door open, then head down and right, through the doors. Activate the lift and go up (mind the bombs).

Go left, down, over to the lift and up. Take the mouse off the pressure pad and a guard appears. Go down and kill him to get the door key. Go through and down on the lift. Head right, killing the aliens on the way, and you reach some rays.

Throw your transporter through and reappear on the other side. Walk past the switch and a message appears. Place the atomic charge there, turn on the switch and throw your transporter back through the rays.

Activate it and run to the ship... you may have saved mankind but you're not quite home-free! ■

Well that's the end of *Flashback*... and the tips section! Keep your playing guides, tips, cheats, maps and codes coming in — that £100 prize for the best cash issue could come in handy.





Cart Charts

If you're unsure which cart to buy this month, take a look at what other gamers have purchased over the past four weeks. This is our up-to-date UK Mega Drive chart, compiled from cart sales in Virgin Megastores countrywide. For an insight into what's going to be big in this country later in the year, take a look below at our American and Japanese charts. And for coin-op freaks, there's the lowdown on what you *should* be playing at your local arcade. Aren't we good to you?

UK Mega Drive Top Ten

1	▶	SUPER KICK OFF	US Gold
2	▲	ECCO: THE DOLPHIN	Sega
3	▼	PGA TOUR GOLF 2	EA
4	▼	FATAL FURY	Sega
5	▲	DESERT STRIKE	EA
6	▶	ROAD RASH 2	EA
7	▲	LEMMINGS	Sega
8	▶	BULLS VS BLAZERS	EA
9	▲	STREETS OF RAGE II	Sega
10	NE	SUMMER CHALLENGE	Accolade

Our mates in Brummie Land, **US Gold**, have something to celebrate. Their footy sim, *Super Kick Off*, remains at the Number One spot for a second month. Surprisingly, no sign of *Flashback* yet. That stunningly beautiful game, *Ecco: The Dolphin*, rises three places to take the runners-up position, while *PGA Tour Golf 2* falls a notch to number three. With the forthcoming release of *Jungle Strike*, interest in its predecessor, *Desert Strike*, has raised. It continues to climb, taking a breath this month at number five. Another **Electronic Arts** title, *Bulls vs Blazers*, holds firm at number eight. **Accolade**'s new multi-event sports sim, *Summer Challenge*, makes a good start — straight in at number ten (see our review on page 44). A quick word about the rest of the chart. **Sega**'s *Fatal Fury*, new in last month, falls from three to four. *Road Rash 2* is still revving at number six, the *Lemmings* crawl up a couple of notches and *Streets of Rage II* rises a notch to nine.

USA Charts

What is it with sports games in America? Half of the entries this month have a sporty theme. Thank Heaven for *X-Men*, straight in at Number One.

1 X-MEN	Sega
2 BULLS VS BLAZERS	EA
3 TONY LA RUSSA BASEBALL	EA
4 RBI BASEBALL '93	Tengen
5 HARDBALL 3	Accolade
6 FATAL FURY	Takara
7 FLASHBACK	US Gold
8 COOL SPOT	Virgin
9 ROAD RASH 2	EA
10 PGA TOUR GOLF 2	EA

Japanese Charts

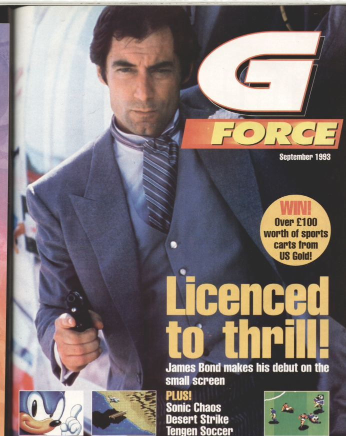
A game featuring little blobs of jelly holds the Numero Uno slot in the Land of the Rising Sun. That ace beat-'em-up, *Fatal Fury*, is hot on its heels.

1 PUYO PUYO	Sega
2 FATAL FURY	Sega
3 STREETS OF RAGE II	Sega
4 SPLATTERHOUSE 3	Namco
5 SONIC 2	Sega
6 RISE OF THE DRAGON	Sega
7 J STRIKER FOOTBALL	Sega
8 ANNETTE AGAIN	Wolfteam
9 BALLJACKS	Sega
10 SWITCH	Sega

Arcade Charts

Not much movement as far as arcade games go this month. Capcom's *Cadillacs and Dinosaurs* still holds the top spot, after four months' release.

1 CADS & DINOSAURS	Capcom
2 WORLD HEROES 2	SNK
3 BLOCK BLOCK	Capcom
4 ZERO TEAM	Seibu
5 GRIND STORMER	Toaplan
6 IN THE HUNT	Irem
7 VARTH	Capcom
8 JUMP KIDS	Comad
9 FIGHTER'S HISTORY	Data East
10 PREMIER SOCCER	Konami


G FORCE
September 1993
WIN!
Over £100
worth of sports
carts from
US Gold!
Licenced
to thrill!
James Bond makes his debut on the
small screen
PLUS!
Sonic Chaos
Desert Strike
Tengen Soccer



competition

Sports Gear

WIN OVER £100 WORTH OF SPORTING GAME GEAR CARTS FROM U.S. GOLD

Is your Game Gear looking tired and unfit? Knock it into shape with this fabulous selection of four US Gold sports carts, all Top Ten chart material. First off the starting blocks is *Olympic Gold*, the official video game for the 1992 Summer Olympics. Compete in seven gruelling events: 100m sprint, hammer-throwing, archery, 100m hurdles, pole vault, springboard diving and freestyle swimming. There's a practice option and three levels of competition. With great graphics and a real competitive feel, *Olympic Gold*'s the best handheld sports game around.

Super Kick Off is an absolute classic. Containing all the moves and features of a real footie match, you can play in a single, cup or league game and even rise to the dizzy heights of international level. A staggering array of options allow you to change the pitch, referee, players and kit. If you're football crazy, you'd be crazy NOT to get Game Gear *Super Kick Off*.

You need your wits about you to play *OutRun Europa*. As hunky special agent Simeon Kurtz, race across Europe in a last-ditch attempt to recover a set of top secret documents stolen along with your Ferrari F-40. This ain't no holiday as you zoom across England, France, Spain, Italy, Austria and Germany on a motorbike and jet-ski, then take control of a speedboat, Porsche and Ferrari. A nice variety in gameplay, speed and plenty of action make *OutRun Europa* a winner of a cart.

Time for tee

Slightly more sedate but *just* as competitive is GG *World Class Leaderboard*. Play at St Andrews, the Doral Country Club, Cypress Creek or The Gauntlet. Would-be Nick Faldos experience life on the world's top class courses, negotiating the rough, bunkers, trees and water.

Choose your clubs, practice your shots and keep an eye on wind speed and direction. Three difficulty levels, game statistics, overhead views of each hole and sampled speech make *World Class Leaderboard* an essential GG game for any golfing buff's collection.

Springboard diving in Olympic Gold. Possibly the trickiest of the seven events. The game's a real challenge.

Climb aboard the jetski in OutRun Europa. Dodge rocks, boats and helicopters. Action's fast and furious.

Preparing your shot in GG World Class Leaderboard. Keep away from the water and trees. The hole's in sight.

All you have to do to win the carts is answer the following:

1. In which city would you find US Gold?
   a. London
   b. Birmingham
   c. Glasgow
2. Which city hosted the 1992 Olympic Games?
   a. Moscow
   b. Los Angeles
   c. Barcelona
3. Scotland is home to which of these golf courses?
   a. The Belfry
   b. St Andrews
   c. Pebble Beach

Jot the answers down on a postcard or the back of a sealed-down envelope, along with your name and address. The first entry out of the hat on 30 August receives the carts, a US Gold football and poster. There's a footy and poster for the runner-up. Send your entry to: US Gold Sports Comp, Impact Magazines, Ludlow, Shropshire SY8 1JW.

Please state on your entry if you do not want to receive promotional material from other companies

News & Previews

In this month's G-FORCE we've news on forthcoming UK titles, what's hot 'over the pond' in the USA — including a new GG-only Sonic game — and the latest gizmos for your machine. Plus previews of *James Bond* and *Desert Strike* and a review of *World Cup Soccer*.



Pic: Rex Features

Surf mania

Surf Ninjas is a new movie set for release in the States this summer. Sega have the rights to produce a game which recreates the movie scenario of ruthless villains, mystical powers and sun, sea and surf. Johnny McQuinn visits the Pacific Islands to claim the throne of his royal bloodline — but the evil Colonel Chi is also after the regal title.

Coming to the small screen...

Sega have a great selection of new Game Gear titles for the remainder of the year, many announced at the Chicago CES show.

Here's a list of forthcoming Sega-produced handheld games. The majority don't have an official UK release date or price yet but have a rose at the American dates. Expect UK releases a couple of months later or stay tuned to G-FORCE for official dates.

Deep Duck Trouble	December
Ecco: The Dolphin	October
Jurassic Park	August
NBA: Dave Robinson	November
NFL: Joe Montana	November
Ren and Stimpy	November
Sonic Chaos	November
Streets of Rage II	July
Surf Ninjas	August
World Series Baseball	August
X-Men	December

Out for a Duck

Disney fans can expect an all-new, zany, action-filled adventure before the end of the year. *Deep Duck Trouble* casts Donald Duck in the starring role.

While on a far-flung treasure hunt, Uncle Scrooge took a sacred pendant from an ancient statue. Now he's swelling up like a balloon! The pendant's jinxed and to break the curse and save his expanding uncle, Donald travels around the world in an attempt to replace the talisman.

His adventures take him through jungles, valleys and volcanos to the Lost Island and its mysterious shrine. Donald uses clues from Uncle Scrooge's diary to find keys, maps and other items.

Deep Duck Trouble's out in the States at the end of the summer: we'll let you know when a UK release date looks likely.

Join Master Simpson in his quest arcund the globe. Bart vs The World is out on Game Gear around July/August time from Acclaim.



Chaotic times ahead for Sonic

Handheld owners are in for a treat — there's a new game starring **Sonic** and **Tails**, exclusive to the Game Gear. *Sonic Chaos* continues the adventures of the spiky megastar and his buddy as they battle Robotnik, who's up to his tricks again. This time, he's stolen a rare red Chaos Emerald. Sonic and Tails must foil the egghead's plans to nab more jewels.

The dynamic duo have a double mission: they must see that the five remaining Emeralds don't go walkabout then retrieve the red stone from Robotnik's HQ.

There are two ways to play *Sonic Chaos*: race along as the blue bombshell, or use Tails' brush to get airborne and retrieve items. Expect a host of new zones and Sonic's latest toys — rocket shoes and a pogo stick.

Sonic Chaos reaches American stores in November. If Sega choose a simultaneous worldwide release (à la *Sonic 2*), us UK gamers won't have to wait for Santa to plonk the game into our Chrimbo stockings.

Our new box of tricks

The first G-FORCE startled a considerable number of Game Gear owners. Why? From letters we've received, you handheld nuts can't believe the quality of our Game Gear screenshots.

'You're using Master System screens,' shrieks **Darren Parton** from **Leicester**. 'Your shots are *so* much clearer than those in other mags. What *are* you doing to them?' enquires **Sarah Davies** of **Stoke-on-Trent**.

Well, Darren, we're most definitely NOT 'making do' with MS shots. What we *are* using is a nifty little device that plugs into a modified Game Gear and connects directly to our screen-capturing system.

The images we get are sharper and a hell of a lot more colourful — ours are the best GG screenshots around. Trust G-FORCE to come up with the goods!



We shoot Game Gear screenshots! We score, with greater picture clarity than any other magazine!





Gore on Gear

The Game Gear version of *Mortal Kombat* is nearing completion and those worried the graphics may suffer on the small screen can stop fretting. In its early stages of production, a spokesman for **Acclaim** (the game's publisher) said of the **Sega** versions, 'The game is superb... Even the graphics on the Game Gear version are stunning.' Well, he would say that, wouldn't he?

But we believe him. The versions we've seen so far are eye-popping. *Mortal Kombat* has been programmed by **Probe**, who claim the conversions include every last detail of the coin-op.

There are seven martial arts experts to enter into a two-player game or championship against computer-controlled characters. Each fighter has a range of skills and unique special moves, including the much-talked about 'Death Moves'.

When a character dies in a beat-'em-ups, he simply slumps to the ground or flickers and vanishes. Not incredibly realistic. In *Mortal Kombat*, the opponent may rip off their head, yank their spinal column out or... well, we'd better leave it there — 'tis all too gory for words!

As is the case with all versions of *Mortal Kombat*, the GG game will hit shelves worldwide on Monday, 13 September — 'Mortal Monday'. We warn you now, there's gonna be a whole lorra fightin' goin' on in computer stores.

The price has yet to be confirmed, but we'll have all you need to know next month when we take an in-depth look at the handheld version.

Give it a go, Joe

Scheduled for release by the end of the year is *NFL Football, Starring Joe Montana*, follow-up to the successful *Joe Montana Football*. It's licensed by the National Football League and NFL Player's Association. Play with real teams and players who have their own league, stats and attributes. *NFL Football* has a Gear-to-Gear link option.

Bond's all geared up

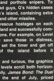
Following the success of MS *James Bond: The Duel* (84%, SEGA FORCE 17), Domark are giving the suave and sophisticated hero the opportunity to let rip on Game Gear. Once again, James is chosen to thwart Professor Greypen's plans for world domination.

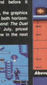
There are 12 levels in the handheld version, including many of Bond's old archenemies, Jaws, Bones and Oddjob. Old 007 also confronts deadly robotic fish, sentry robots, lava balls, plasma spheres, hot water geysers and porthole snipers. To help oust the bad guys, Q's hidden cases around Greypen's island, containing extra lives, grenades and other missiles.



Bond must rescue hostages on each section of the island and successfully complete four missions. For example, on Level One, 007 must save those in distress, locate a bomb, set the timer and get off that section of the island before it explodes.

Action's fast and furious, the graphics look smart and levels scroll both horizontally and vertically. *James Bond: The Duel* is available at the end of July, priced £27.99. Look out for a review in the next issue of G-FORCE.





Above: Stooping to conquer, Bond ducks an evil guard's bullets.

Left: Being able to fire while climbing makes things simpler.



Above: Bond must find hostages aboard an oil tanker.





Cheats on tap

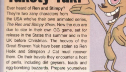
Infinite lives, unlimited energy, unlimited power, extra fuel and ammunition — all these are yours when you tap into the power of the Game Gear *Pro Action Replay* cart from **Datel**. This smart box of tricks has gone down a storm on the Mega Drive and Master System, and now handheld buffs can cheat to their heart's content. Slot a game into the *Pro Action Replay* cart then plug the whole unit into your Game Gear.

The cart's easy to use. Just enter the specific codes for the game you're playing (extra lives, invincibility etc) and away you go. It's as simple as that! A nifty feature of the *Pro Action Replay* is the Infinite Code Generator, which allows players to discover their own cheats.

The cart comes complete with a code book packed with cheats for games like *Lemmings*, *Sonic 2*, *Castle Of Illusion* and *Prince Of Persia*, and there's a registration form to join the *Pro Action Replay* Users' Club. Members receive the latest Action Replay news and cheat updates.

The Game Gear *Pro Action Replay Cart* is available now in all good computer and console stockists, priced £39.99. For more information, give **Datel** a ring on (0782) 744 324.

Yakety Yak!



Ever heard of **Ren and Stimpy**? They're two zany characters from the USA who've their own animated series, *The Ren and Stimpy Show*. Now the duo are due to star in their own GG game, set for release in the States this summer and in the UK before Christmas. The hooves of the Great Shaven Yak have been stolen so Ren Hoëk and Stimpson J Cat must recover them. On their travels they encounter a host of perils, including dirt geysers, toads and egg-bombing buzzards. Prepare yourselves for a surreal cartoon adventure.

Carry OK!

The latest Game Gear accessory is on its way from the States. The Deluxe Game Gear Carry-All has been designed for handheld freaks who are always on the move. The durable case lets GG owners organise a wide assortment of carts, and accessories into a single light, compact package.



The main compartment holds the Game Gear itself, Rechargeable Battery Pack, Wide Gear, Car Adaptor, TV Tuner and room for up to 12 carts. There are additional compartments for game instructions and personal items.

The Deluxe Carry-All features a grip handle and removable shoulder strap. Due for release in the USA this summer, a British release looks hopeful shortly after. More news when we get it.

Gaming ahead

Sega continue to dominate the portable game market. They're packaging *Sonic 2* with the GG and are planning to increase the number of new titles from now until Christmas. A further hundred Sega and third party games are planned, plus two new carry-case accessories.

Striking on handheld



It's about time Game Gear owners had a cracking shoot-'em-up/strategy game. The wait is over as **Domark** cram **EA**'s wondrous *Desert Strike* onto Game Gear.

The 8-bit version's being programmed by Domark's in-house console wizards, **The Kremlin**. It's hard to believe, but the guys have squeezed almost every drop of the 16-bit game onto the small screen.

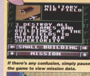
The storyline's identical to that of the MD version. The rotten General Kilbaba is set to dominate another oil-rich state and the Americans are called upon to get rid of him and return prosperity to the people. As a hot-shot pilot in the American Air Corp, you fly round the Middle East, battling Kilbaba's dedicated troops.

There are four campaigns to master, each consisting of 27 missions, and three weapons at your disposal: machine guns, Hydras and Hellfire missiles. Not only must you worry about completing each mission, there are frenetic searches for ammo, fuel and armour supplies, too.

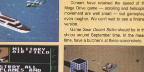
Domark have retained the speed of the Mega Drive game — scrolling and helicopter movement are well smart — but gameplay's even tougher. We can't wait to see a finished version.

Game Gear *Desert Strike* should be in the shops around September time. In the meantime, have a butcher's at these screenshots.





If there's any confusion, simply pause the game to view mission data.



Rotor blades vs caterpillar tracks as you take on Kilbaba's forces.



Vast landscapes such as this scroll smoothly around with remarkable speed.

Tengen World Cup Soccer



If you follow football, you won't want reminding that our once-great footballing nation is now just a minnow in the realms of world soccer. Can you redress the balance with Tengen's imminent boots 'n' ball release?

The Game Gear's second football cart's geared towards arcade action — you can't foul or control throws, corners and goal kicks to any great extent — but you *can* pass the ball all over the park and whack some mean shots past the goalie!

World Cup Soccer presents three game types: exhibition, World Cup and two-player match (via the Gear-to-Gear cable). Options alter the difficulty level and match time.

Choose your team's colour, its members, subs and tactics. There are four team formations and a squad of 15 players, whose skills are increased by spending experience points following a successful match.

Buttons pass and shoot when you've got the ball and tackle when you haven't. To pass, run near the intended receiver and press the button. To shoot, just press the button within sight of goal, otherwise a stronger pass is made. Headers and overhead kicks are performed by striking the ball at the right angle in the air.

If the scores are level at full-time, you go into a penalty shoot-out. These really get the adrenalin pumping and it's *so* frustrating to lose a World Cup Final on penalties.

Still, you've remembered that password so you can restart the match, can't you? Oh well, it's only four years till you get another chance! ■

Is that goalie praying to Mecca? Or just annoyed at conceding a silly goal?

WARREN 78% What a tangled web these software houses weave: Sega sandwiched the words *World Cup* between *Tecmo* and *'93* for the MS release, but now Domark have the rights for Game Gear and MD versions under the banner of *Tengen World Cup Soccer.*

Although the GG's basically a handy-sized MS, many people forget it has a faster processor. The speedier graphics and sharper control response dramatically increase playability; it's still an unsophisticated game design but fun with it.

Although only a couple of dozen pixels high, the footballer sprites are lifelike and move well. The pitch is pretty dull — what can you do with a slab of grass and a few white lines? — but it scrolls smoothly and keeps up with the ball. Realistic sound effects put the big match atmosphere into your hands.

If you haven't bought *Kick Off* yet, you owe it to yourself to try both games before buying a football cart.

PAUL 80% Correct me if I'm wrong, but didn't this appear on the Master System as *Tecmo World Cup '93*? It's improved since then — I gave the MS version a battering but enjoyed this one. Perhaps it's because it's been tarted up with fab digitised graphics and sound, and gameplay seems to flow faster.

Passing and shooting's the same and you can only score by letting rip with a 20-yard blaster outside the box, but more skill's involved. At times I forgot about the shallow controls and became very excited — especially when I came back from 2–0 down to win the World Cup. The end sequence is brilliant and digitised pictures show what the GG can do.

Tengen World Cup is nowhere near as engrossing as *Super Kick Off* but if you prefer arcade-style sports, I recommend you give this a whirl.



Tengen World Cup Soccer

Tengen
£27.99

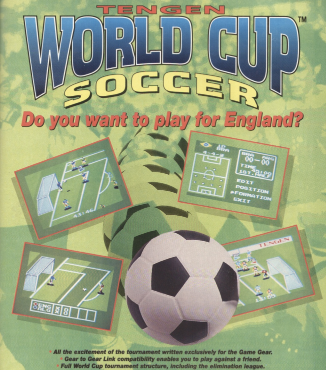
85	Graphics
79	Sound
65	Playability
74	Lastability

Out: Now

79

Not quite in the same league as *Super Kick Off* but a definite contender for the cup

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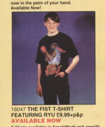
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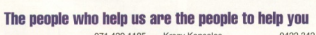
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Buyers' Guide

Carts cost, which is why we put the cart before the remorse. Save yourself time, money and trouble by using this listing. Every single Mega Drive and Mega-CD game reviewed in past issues of SEGA FORCE is included. It's all here, arranged under major gaming categories with the name and number of the publisher, price, an informative comment and our overall rating. Simple! Straightforward! Essential! Browse at your leisure...



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Arcade Games

Coin-op conversions and mixed-genre games make these games the most action-packed around. *Dragon's Fury* leads the pack with 93% — what could be more arcade-like than pinball?

ALISIA DRAGOON
SEGA ● £19.99 ● Tel 071 373 3000 — 78%
A magical wench, unleashing thunderbolts and teaming up with little dragons to save a fantasy world. Plenty of good ideas and not enough enemies, but a bargain at this price.

AMERICAN GLADIATORS
GAMETEK ● £39.99 ● Tel 0101 305 935 3995 — 47%
Compete against the Glads or some friends in six events, including The Assault, Atlasphere and Joust. Graphics, sound and events are uniformly mediocre and the package soon bores. For die-hard fans of the series.

BATMAN
SUNSOFT ● £39.99 ● Tel 010 1714 8914500 — 79%
Based on the Tim Burton movie, graphics are as dark and grim as the real thing. Platform, beat-'em-up and racing elements keep you busy but it's a bit easy.

BATMAN RETURNS
SEGA ● £49.99 ● Tel 071 373 3000 — 67%
The Bat's back — as are the murky visuals. The Caped Crusader is slow and a devil to control, gameplay's repetitive but there's a challenge this time.

BATMAN: REVENGE OF THE JOKER
SUNSOFT ● £39.99 ● Tel 0101 714 891 4500 — 60%
The laughing one has henchsprites everywhere but the comic version Batman has a multi-purpose Batarang. It's monotonous and *tough*. Some good graphics, though.

BATTLETOADS
TRADEWEST ● £39.99 ● Tel 0101 903 874 2683 — 58%
Pimple the Battletoad has been captured and one or two toad colleagues launch a rescue. Various types of level and colourful graphics are commendable but it starts very difficult and gets tougher! Platform fans looking for a challenge should check this out.

CLASSIC ARCADE COLLECTION
SEGA (CD) ● £42.99 ● Tel 071 373 3000 — 66%
One winner — the original *Streets Of Rage* — but *Columns* has had its day, *Revenge Of Shinobi* is middle-of-the-road and they've taken the two-player option from *Golden Axe*.

CRUEBALL
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — 62%
Motley Crüe music and aggressive metallic graphics but (or should that be 'so'?) this is a dull pinball table. Few bumpers and ramps, progress is slow. Buy the next game…

DRAGON'S FURY
TENGEN/DOMARK ● £39.99 ● Tel 081 780 2222 — 93%
Three smooth-scrolling screens of mystical pinball 'table' are haunted by monks, undead soldiers and a transforming enchantress. Thumping good sounds and fast, realistic ball movement bring it to life, and with a host of bonus rooms, you'll flip over the lastability! Who would have thought console pinball could be so much fun?

DJ BOY
SEGA ● £39.99 ● Tel 071 373 3000 — 32%
As the Boy, skate and bash through levels. Graphics are drab, effects similarly basic and controls are unresponsive. Available for years on import, it's terribly old fashioned and deathly dull.

GADGET TWINS
IMAGITEC ● £39.99 ● Tel 0101 305 935 3995 — 80%
Bop and Bump take to the skies to find their king's gem, collecting coins in order to buy better baddie-bashing gadgets. Bright, cartoony graphics give the illusion of a child's game but a big challenge and superb two-player option prove otherwise.

GREENDOG
SEGA ● £39.99 ● Tel 071 373 3000 — 72%
Greendog dodges animals or stuns them with a frisbee as he searches for the Lost Surfboard of the Ancients. He travels on skates or skateboard on alternate levels, adding flavour to a so-so cart. This is one surf dude worth hangin' out with.

MAKE MY VIDEO: KRIS KROSS
SONY ● £44.99 ● TEL 0101 310 858 3777 — 78%
Not exactly arcade, but it doesn't fit *any* category. Use three video screens and effects such as strobe and slice to recreate videos requested by a radio/video show's 'listeners'. If you like the band, you'll love it, otherwise interest soon palls.

MARBLE MADNESS
ELECTRONIC ARTS ● £34.99 ● Tel 0753 549442 — 77%
Weird geometric landscapes are the home of weirder creatures, all out to stop the marble. It's a race against time — and sometimes a second player. Graphics are unusual but effective, controls and gameplay are unique. If only there were more levels…

OUTLANDER
MINDSCAPE ● £39.99 ● Tel 0444 246333 — 63%
In a post-nuclear world, hit the road… slowly, and nudge and shoot bikers. There's a neat inset screen which is used to line up a shotgun with targets but this partly causes the slowdown. The action switches to scrolling beat-'em-up when you enter a village. An average *Mad Max* crash 'n' bash.

PAC-MANIA
DOMARK ● £29.99 ● Tel 081 780 2222 — 71%
Pac-man gets an update, receiving three-dimensional mazes and a jumping ability. Gameplay's simplistic but highly playable, helped by a nicely-shaded Pac sphere and toe-tapping music. Wonderful semi-nostalgia.

PAPERBOY
DOMARK ● £39.99 ● Tel 081 780 2222 — 50%
The coin-op wowed punters when it first appeared, but without the handlebars and speech, the conversion disappears into the crowd. Trundle along diagonally-scrolling streets, throwing papers into mail boxes and avoiding odd people. Graphics and sound are quite close to the coin-op but the gameplay's novelty soon wanes.

PAPERBOY II
DOMARK ● £39.99 ● Tel 081 780 2222 — 55%
More of the same, but you can choose your sex and launch papers both left and right — though this is unneccesary on individual sections. Lots of great speech provides laughs but gameplay's strictly limited.

ROLLING THUNDER 2
SEGA ● £39.99 ● Tel 071 373 3000 — 79%
Become Secret Agent Leila or Albatross and infiltrate enemy bases, pumping adversaries full of lead and ducking into doorways. Large, realistically-animated sprites, tough but playable.

SAINT SWORD
TAITO ● £39.99 ● Tel 0101 708 520 9280 — 65%
Hack your way along levels and transform into a centaur, birdman or fishman! It's a great idea and so a pity it's been wasted. Collision detection's cruel but short, dull levels mean you won't care. Reasonable graphics, few effects.

TOXIC CRUSADERS
SEGA ● £39.99 ● Tel 071 373 3000 — 61%
Choose Toxie himself or one of his colleagues and become a Crusader (or two) and run then skate along six levels, bashing baddies and collecting power-ups. Although some sprites are well formed, repetitive gameplay, iffy collision detection and bad control response send this to an early grave.

Arcade Adventure

Perfect for those who want to use equal parts of brain and digital dexterity. Three of the winners, *Prince Of Persia, Another World* and *Flashback*, sport the best MD animation ever.

ALEX KIDD – ENCHANTED CASTLE
SEGA ● £19.99 ● Tel 071 373 3000 — 37%
Explore Paperock Planet, battling and chatting to various characters. Games of Paper, Scissors, Stone earns items to help you. Bland MS-like graphics, naff scrolling, forgettable effects, poor controls and insipid gameplay.



ANOTHER WORLD

VIRGIN/DELPHINE ● £39.99 ● Tel 081 960 2255 **91%**

An experiment gone wrong sends Lester to another world. Armed with his wits, a gun and stunning polygon animation, he tackles its dangers. Sharp reflexes and a sharp mind are required to conquer this atmospheric epic.

BART VS THE SPACE MUTANTS

FLYING EDGE ● £39.99 ● Tel 0962 877788 **91%**

Eek! The Space Mutes are plotting to take over the Earth! Only Bart Simpson knows of their plot so is out to save the day. He first uses a spray can and ingenuity to spoil the items they need. Neat sprites, bubbly muzak and Bart samples polish up this engaging cartoon-like adventure.

ECCO: THE DOLPHIN

SEGA ● £39.99 ● Tel 071 373 3000 **91%**

The dolphin's chums have been 'napped. Ecco explores, consults glyphs and uses sonar to stun opponents. Superbly drawn and animated graphics, evocative sounds and a strangely soothing challenge.

FLASHBACK

US GOLD ● £39.99 ● Tel 021 625 3366 **93%**

Conrad's travelled to an alien planet to thwart their Earth-conquering plan. Many objects are collected and places visited, all richly coloured. Animation and attention to detail are unbelievable. The best of its kind.

NIGHT TRAP (CD)

SONY ● £54.99 ● Tel 0101 310 858 3777 **74%**

Controversy time! Scan different sections of a house and trigger traps to defend young women. It's a repetitive matter of finding enemy after enemy, but the sound's great and digitised video pleasing. No violence or nude women, though!

PRINCE OF PERSIA (CD)

BRODERBOUND ● £44.99 ● Tel N/A **69%**

What else but save the princess? There's a good intro and a great set of authentic eastern tunes but the graphics are mediocre for a CD game and it doesn't play as well as the Master System version. Let the damsel croak.

SHADOW OF THE BEAST

ELECTRONIC ARTS ● £19.99 ● Tel 071 373 3000 **54%**

Traverse scrolling plains and vast caverns to find your loathed master. Keys, potions and weapons are collected, although fists are often used. Parallax scrolling and detailed sprites don't increase lastability.

SHADOW OF THE BEAST II

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 **68%**

The hero, human once more, is in search of his sis. Enemies are dispatched with a ball and chain, objects are found, used and traded. Graphics and sound are impressive but gameplay's tough and puzzle solutions are tenuous.

TIME GAL (CD)

WOLFTEAM ● £40.00 ● Tel N/A **70%**

To help guide Gal through time, react to globes at the screen's edge. Japanese cartoon action portrays dinosaurs, WWII planes, pirates, sharks and the undead. Great fun but, like most cartoon-based CDs, sadly limited.

TOEJAM & EARL

SEGA ● £19.99 ● Tel 071 373 3000 **90%**

Three-legged ToeJam and fat Earl have crash-landed on a particularly weird part of Earth. One or two players search for parts of their ship while gathering 'presents' which fend off adversaries. An astonishing array of wacky sound samples and cartoon graphics make it a feast for the senses. Weird — but cool!

WHERE IN THE WORLD IS CARMEN SANDIEGO?

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 **81%**

As an Acme detective, search for Carmen and her henchmen. An icon-driven control system's used to gather clues which lead to various locations. Digitised pics and cartoon sprites but it's the deductive gameplay that hooks.

WHERE IN TIME IS CARMEN SANDIEGO?

ELECTRONIC ARTS ● £49.99 ● Tel 0753 549442 **79%**

Use the enclosed encyclopaedia to find clues to historic times and places. A pointer system enters clues to narrow down and capture suspects. Graphics are bland but 80 missions keep you busy and teach you a few things, too.

WONDERBOY V

SEGA ● £39.99 ● Tel 071 373 2222 **84%**

'Boy explores Monster Land in arcade sections, slaying monsters to earn money for weapons, magic spells and items. A relaxed pace but the mixture of arcade and RPG works well. Battery backup keeps you going.

Beat-'em-up

If inflicting black eyes, bruises and broken limbs is your idea of fun, there's sure to be something here you'll enjoy. Several involve platform sections but body blows are king.

CYBORG JUSTICE

SEGA ● £39.99 ● Tel 071 373 3000 **40%**

Bash mechanoids' bolts. A number of robot-rattling options, including 'build your own', and superb animation, but gameplay's as repetitive as the backgrounds and flat as the effects. Try but don't buy.

DOUBLE DRAGON

BALLISTIC ● £29.99 ● Tel 081 877 0880 **39%**

Jimmy and/or Billy Lee pound through thug after thug, level after level, to rescue their favourite girl. It doesn't take them long because *DD*'s easy, not to mention outdated.

DOUBLE DRAGON II

ACCLAIM ● £39.99 ● Tel 0962 877788 **70%**

Jimmy and brother go in search of magical gems which bring people back from the dead — pretty handy, especially as Jim's girl is currently corpse-like. Great graphics and sound but limited moves and repetitive gameplay spoil this scrolling bash-'em.

FATAL FURY

SEGA ● £39.99 ● Tel 071 373 3000 **79%**

From eight ugly, muscly streetfighters, one-on-one bouts are arranged, *Street Fighter II* fashion. Graphics are impressive — massive characters but minimal slowdown — and moves take time to master. The computer's a good opponent but a second player's better.

FISTS OF STEEL

SAGE'S CR. ● £44.99 ● Tel 0101 415 346 2278 **29%**

A crusty coin-op featuring cute dwarven fighters. But their animation is pitiful (two frames per action) and FX are dreadful. There are only two moves and you can't retaliate once an opponent starts laying in. A loser.

GOLDEN AXE II

SEGA ● £19.99 ● Tel 071 373 2222 **88%**

One or two players become a barbarian, dwarf or Amazon woman to retrieve the axe. Basically the same as the original but with tougher, faster enemies and controllable magic level. Not massive but a lot of fun for two combat fans.

KING OF THE MONSTERS

SEGA ● £39.99 ● Tel 071 373 3000 **62%**

Become a Godzilla lookalike, rock creature, mutated insect or giant superhero and mangle Japanese towns while batting another monster from the list. An energy barrier keeps the duo in check and icons eventually power you up in awesome fashion: your sprite changes colour. Frivolous graphics for frivolous gameplay but it passes a few hours.

LAST BATTLE

SEGA ● £19.99 ● Tel 071 373 3000 **22%**

One of the first MD games — and it shows. Standard walk and punch gameplay, few moves and awful sound. *Last Battle* is the standard reply to 'What's the worst game you've played?'

MAZIN SAGA

SEGA ● £39.99 ● Tel 071 373 3000 **67%**

In a post-apocalypse world, command the Mazinger-Z armour in *Golden Axe*-style levels, switching to *Street Fighter II* one-on-one at the end of each. Graphics are amazing: the massive dinosaur foot and skeleton are huge and the *SF*-like sections are superbly animated. Gameplay lacks 'oomph'.

PIT FIGHTER

DOMARK/TENGEN ● £49.99 ● Tel 081 780 2222 **79%**

Become Buzz, Kato or Ty and fight down and dirty with ten fighters. Digitised graphics and sound add realism as you pound the controls, learn moves and grab handy objects. Pricey and crude but still exciting.

POWER ATHLETE

KANEKO ● £39.99 ● Tel 0101 708 808 1370 **57%**

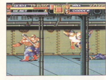
A *Street Fighter II* wannabe. In one-player mode, you're stuck as Joe, and there are few moves. It's too easy but there are plenty of options and graphics are crisp and smooth.

SPLATTERHOUSE 2

SEGA ● £39.99 ● Tel 071 373 3000 **41%**

Transform into a steroid-poppin' psycho to rescue your girlfriend. A variety of horrific beasts attack; retaliate with fists, feet, and later staffs, bones and chainsaws. Unfortunately, gore is all this has to offer.

buyers' guide



STREETS OF RAGE II

SEGA ● £44.99 ● Tel 071 373 3000 **93%**

The best Sega beat-'em-up got better — and meaner. The four heroes — Axel, Blaze, Skate and Max — have many moves and several objects to maim the mobsters who stand between them and Mr X. A massive 16 Meg memory allowed the programmers to use big, fast sprites, parallax scrolling, brilliant music and sampled effects. An epic bone-crusher.

TMNT: THE HYPERSTONE HEIST

KONAMI ● £39.99 ● Tel 081 429 2446 **81%**

Konami's first MD game is nothing amazing (it *is* only the Ninja Turtles, after all) but the cartoon graphics, manic sounds, sense of humour and frantic action are enough to keep anyone happy — unless they select *Easy* mode.

WWF WRESTLEMANIA

ACCLAIM ● £39.99 ● Tel 0962 877788 **75%**

Grappling fans are well catered for, with one-on-one, tag team, tournament and Survivor Series matches and eight WWF wrestlers, including the highly predictable Hulk Hogan and remarkably jocular Undertaker. Slick presentation, big sprites and many moves put Wrestlemania in your hands.

Flight Sims

Get away from it all. Fly into the blue and above the clouds, relax… before pumping several dozen rounds into an unsuspecting enemy fighter! Not much choice, yet.

F22 INTERCEPTOR

ELECTRONIC ARTS ● £39.95 ● Tel 0753 549442 **80%**

F22 takes the complication out of flying — you automatically refuel and don't take off/land, unless you choose otherwise. What's left is fast action and lots of it. Slick 3D and good FX put you in the picture.

LHX ATTACK CHOPPER

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 **91%**

An Apache also at your disposal, missions involve many vehicles, weather conditions and strike times. Impressive external views and rockets/explosions. Tests your nerve and noddle.

MIG-29

DOMARK ● £39.99 ● Tel 081 780 2222 **84%**

Take a MiG on five varied combat missions around the Middle East. The polygon graphics are detailed and fairly fast, the soundtrack's great and pull-down menus easily used. Realism and depth for your money.

STEEL TALONS

TENGEN ● £39.99 ● Tel 081 780 2222 **62%**

Pilot an Apache attack helicopter on 12 missions in an attempt to earn Steel Talons membership. Good vector graphics but perspective and occasional sluggishness puts you off. Uneventful; missions are easy to give up on.

Platform

Conquer villains and strange lands in leaps and bounds. A range of styles is represented here, from the strategy of *Humans* to *Captain America*'s heroics and aquatic antics of *The Little Mermaid*.

BONANZA BROS

SEGA ● £19.99 ● Tel 071 373 2222 **78%**

As Robo and/or Mobo, break into buildings, collect swag and shoot or stun guards. This wacky coin-op conversion features unusual Lego graphics and neat cooperative gameplay. Original, fast-paced fun.

CAPTAIN AMERICA

DATA EAST ● £39.99 ● Tel 0101 408 286 7080 **80%**

Choose from four of Marvel Comics' Avengers — Iron Man, The Vision, Hawkeye and Cap — then use fists and weapons to tackle the Red Skull's thugs and super-accomplices. A suitably bright, cartoon-like, energetic game, it has loads of wacky speech. Lastability is dubious but the two-player mode restores the balance.

CHAKAN

SEGA ● £39.99 ● TEL 071 371 3000 **62%**

Doomed to eternal life until he rids Earth of supernatural evil, use Chakan's twin swords to do just that. Controls are awkward, levels play and feel the same. Moody graphics, lukewarm gameplay.

CHIKI CHIKI BOYS

CAPCOM ● £49.99 ●TEL 0101 4087 270 4000 **83%**

Sword-swiping Chiki Boy becomes Flying and Sea Chiki in certain sections of this typically Japanese, cute and colourful romp. Varied graphics, plenty of hidden extras and tough levels, but the import price almost kills it.

CHUCK ROCK

VIRGIN ● £39.99 ● Tel 081 960 2255 **88%**

Chuck's main weapon against five levels of dinosaurs is his belly-butt. He uses rocks as stepping stones and to kill baddies. Cheerful graphics, vertical and leftward sections and puzzle elements make this highly playable.

COOL SPOT

VIRGIN GAMES ● £39.99 ● Tel 081 960 2255 **86%**

The red dot from 7-Up cans has to rescue spotty chums. Fizz-blasts dispatch crabs, mice, frogs and birds, small spots give essential coolness. Very slick but too similar to the superior *Global Gladiators*.

DECAPATTACK

SEGA ● £39.99 ● Tel 071 373 3000 **80%**

Become a Mummy and use its heads to free an island! One head extends from the stomach, the other's found under a rock then thrown, boomerang fashion. Power-ups aid the quest against equally strange adversaries. The idea and graphics are great but it's too easy.

EX-MUTANTS

SEGA ● £34.99 ● Tel 071 373 3000 **85%**

As Ex-Mutant Ackroyd or Shannon, hack into mutants and rescue your mates from a slimy mutant boss. Comic-book graphics and cool sampled sounds complement easy-to-get-into, hard-to-master gameplay.

THE FLINTSTONES

SEGA ● £39.99 ● Tel 071 373 3000 **87%**

Fred's family and friends have lost various items and it's down to him to recover them. He clubs dinosaurs and clings to ledges, later travelling by car and train. Levels show imagination and humour. Great cartoon graphics and engaging action.

GALAHAD

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 **77%**

Galahad's a vulnerable chap — *anyone* would be, set against these tough monsters. There's a neat selection of swords and armour but not enough continues. Gameplay grows on you, perhaps not quick enough.

GLOBAL GLADIATORS

VIRGIN ● £39.99 ● Tel 081 960 2255 **93%**

Mick and Mack love The Global Gladiators, a pair of right-on comic heroes. While sitting in a burger bar, Ronald McDonald uses his magic to transform them into said Gladiators. Detailed foregrounds, neat graphical effects, slick presentation, wacky sprites and sounds. The eco-friendly gameplay's just as good. One of the most addictive platformers there is.

HOME ALONE

SEGA ● £39.99 ● Tel 071 371 3000 **62%**

As loveable home-alone Kevin (well, would *you* take Macaulay Culkin on holiday with you?! Thought not), sledge around outdoors, invent weapons from household objects and set burglar traps. Good options and sound but gameplay's very repetitive. Original but flawed.



HUMANS

IMAGITEC ● £39.99 ● Tel 010 305 935 3995 **83%**

Using different implements and types of caveman, traverse from platform to platform till the end of the level where a new invention awaits. Sounds simple but *Humans* is a unique brain-bending platform game.

INDIANA JONES AND THE LAST CRUSADE

US GOLD ● £39.99 ● Tel 021 625 3366 **83%**

As punching, whipping, leaping Indy, work your way through five levels to retrieve the Holy Grail. You start in caves, looking for a cross (remember it from the Indy-as-a-boy scout section of the movie?), then run across the top of a train (ditto) and move on. Platform puzzles, blandly-coloured but well defined sprites, crisp FX and a sizeable challenge.

JAMES BOND: THE DUEL

DOMARK ● £39.99 ● Tel 081 780 2222 **80%**

One of 007's worst enemies has kidnapped Prof Jones. First on a tanker, Bond finds hostages and bomb parts then tackles Jaws. Crisp graphics, nice sounds, realistic animation and four tough levels make Bond's mission a success.

JAMES POND II

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 **86%**

As the cyborg Pond, negotiate countless screens in a bid to save Christmas. Pond squashes himself into a ball to kill enemies and stretches his mid-section to reach high platforms. Superlative graphics, sound and gameplay.

JEWEL MASTER

SEGA ● £34.99 ● Tel 071 373 2222 **74%**

To free Mythgard from Jardine the Mad, use magic rings separately or combined for offence and defence. Backgrounds, sprites and sounds are all dull. Dumb assailants and samey gameplay. A wasted concept.

KID CHAMELEON

SEGA ● £39.99 ● Tel 071 373 2222 **82%**

Sucked into a video game, Kid headbutts blocks and jumps on monsters. A variety of masks give different identities and extra powers. Kid's sprites give flavour till gameplay builds up and takes the lead. Enough to keep you busy.

LITTLE MERMAID

SEGA ● £34.99 ● Tel 071 373 3000 **78%**

Play music to scare away sea creatures as you search for merpeople. When things get tough, call a fishy friend for help! Great graphics and soothing music set the Disney atmosphere. Best for younger players.

QUACKSHOT

SEGA ● £39.99 ● Tel 071 373 3000 **91%**

Donald's on a globe-trotting treasure hunt and hops along platforms, 'plungering' enemies before plundering the goodies. Superb sprites and animation; this near-classic has enough depth for all the family.

RISKY WOODS

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 **74%**

As robed Rohan, rescue monks, negotiate platforms and gather weapons. Terrific graphics but temperamental controls and a tiring onslaught of enemies is irritating. 'Kill or cure' pick-ups don't help.

ROLO TO THE RESCUE

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549 442 **93%**

The elephant jumps on enemies and collects keys to free beavers, squirrels, moles and rabbits from McSmiley the Circus Master. Freed animals follow Rolo then use their distinctive talents individually. Cute, colourful graphics and deep, addictive platform action. A legend in its own buntime.

SONIC 2

SEGA ● £39.99 ● Tel 071 373 3000 **95%**

A two-tailed fox helps Sonic speed around levels, collect rings and stop Robotnik. Play as Tails or in a two-player split-screen race. The bonus sections involve running down a twisting 3D tube; technically impressive and a lot of fun. Back-grounds are bright and smooth-scrolling, sprites are full of character.

STRIDER II

US GOLD ● £39.99 ● TEL 021 625 3366 **83%**

With a laser sword and spider-like abilities, acrobatic Strider takes on impressive robotic adversaries on the way to the evil Master's lair. Great speech, tough levels but versatile controls.

TALESPIN

SEGA ● £34.99 ● Tel 071 373 3000 **68%**

Baloo and little bear pal Kit are really crate! They've gotta find ten on each level and fire balls at baddies. An air battle breaks up simplistic yet frustratingly difficult gameplay. Pleasant graphics don't save it.

TAZ-MANIA

SEGA ● £39.99 ● Tel 071 373 3000 **89%**

Taz is an egg lover and hears a rumour of a valley where a species of legendary birds still live. Their yummy eggs in mind, Taz jumps, spins, growls and eats his way through levels. Authentic Warner Bros cartoon graphics with sounds to match really make this game. Although it's a touch easy, its originality and character make it a classic.

TINY TOON ADVENTURES

KONAMI ● £39.99 ● Tel 081 429 2446 **91%**

Buster Bunny and his wacky companions star in an ultra-slick mixture of *Sonic* and *Super Mario World*. It's as fast as it is addictive; you're hooked as soon as you start. One of the best.

TOKI

SEGA ● £19.99 ● Tel 071 373 2222 **73%**

Toki the Ape spits fireballs at enemies as he searches for his girl and a spell to restore his humanity. Happy music and good sprites spur things along, but although it's easy to get into, it gets repetitive.

WONDERDOG (CD)

CORE DESIGN ● £44.99 ● Tel 0332 297797 **89%**

WonderDog races through seven levels, throwing stars at odd animals. Wings, happy pills and bones are collected and secret levels found. Superb sprites and animation, smooth eight-way scrolling and hum-along CD sounds.

WORLD OF ILLUSION

SEGA ● £39.99 ● Tel 071 371 3000 **91%**

Mickey Mouse and Donald Duck use magic sheets to blow away assailants. Teamwork and special features help them. Superb sprites and animation, loads of tunes and addictive play are only tainted by relatively low lastability.

Puzzle Games

Pure thought and deductive reasoning (almost) replace fancy graphics — with the exception of Sherlock's digitised video and Krusty's winning cartoon sprites!

CLUE

SCULPTURED SOFTWARE ● £39.99 ● Tel N/A **54%**

'It was Professor Plum, with the candlestick, in the study.' Amusing graphic interludes and a variety of remarkably fitting tunes but you can't beat the real board game.

GREAT WALDO SEARCH

THQ ● £39.99 ● Tel 0101 818 591 1615 **25%**

Magnifying glass icon at the ready, search for scrolls and bonuses then the bespectacled drip in the scarf — Waldo. Even bearing in mind its for children, *Waldo*'s horribly simple.

JEOPARDY

GAMETEK ● £39.99 ● Tel 0101 305 935 3995 **40%**

Well presented but questions soon repeat and have an American bias. Answers have to be entered letter by letter and spelling errors aren't excused; computer players aren't afflicted. Jolly music, though.

KRUSTY'S SUPER FUN HOUSE

FLYING EDGE ● £39.99 ● Tel 0962 877788 **93%**

Position blocks, tube sections, fans and springs to direct dumb rats, while using custard pies to kill patrolling enemies. Mind-scrambling puzzles, madcap platform action and hidden rooms to find.

LEMMINGS

SEGA/SUNSOFT ● £39.99 ● Tel 071 373 3000 **81%**

Use limited numbers of digging, tunneling, bridge-building, climbing and floating lemmings to overcome obstacles. Loads of levels and tough yet incredibly addictive gameplay make *Lemmings* unmissable.

SHERLOCK HOLMES (CD)

ICOM/SLEUTH ● £44.99 ● Tel N/A **86%**

Consult suspects and colleagues, travelling around Olde London as you do so, and reconstruct one of three crimes from the facts you glean. FMV and CD sound lend credibility and humour.

WHEEL OF FORTUNE

GAMETEK ● £39.99 ● Tel 0101 305 935 3995 **62%**

A tiled wall hides a (supposedly) familiar phrase. Spin the wheel to set a cash value and pick a letter. If it's in the phrase, the letter's revealed. Guess till your wrong or solve the puzzle. Dull sound, dull graphics, dull gameplay...

Racers

Hands on the steering, pedal to the metal. Jostle for position and lean into those corners. Swear when computer cars cut you up and steal the lead…

SUPER MONACO GRAND PRIX 2
SEGA ● £34.99 ● Tel 071 373 3000 — **88%**

The original was great, this is better. In addition to 16 'real' tracks, Senna designed two special tracks and had snippets of his speech digitised. Speed and scrolling are top notch and the car handles well.

CHAMPIONSHIP PRO-AM
T RADEWEST ● £39.99 ● Tel 0101 903 874 2683 — **70%**

An angled aerial view scrolls to track remote control-style trucks. Steering's relative to the car so controls are confusing. Fun when mastered but tracks are samey.

FERRARI GRAND PRIX
FLYING EDGE ● £39.99 ● Tel 0962 877788 — **61%**

Five control systems, five custom cars, choice of weather, two-player split-screen game, realistic race series… This has plenty of features but the game itself is plain and too unforgiving.

HARD DRIVIN'
TENGEN ● £34.99 ● Tel 081 780 2222 — **68%**

Fast 3D graphics portray the wild tracks, cars and trucks in this accurate coin-op conversion. It's a race against time and the Phantom Photon but a mere two tracks mean it doesn't match up to today's standards.

JAGUAR XJ220 (CD)
CORE DESIGN ● £39.99 ● Tel N/A — **65%**

A split-screen display accomodates two players, if desired, and a track editor allows the position of your own curves, dips and obstacles. The soundtrack's brilliant but perspective's questionable — as is playability.

LOTUS TURBO CHALLENGE
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — **81%**

A split-screen display from the traditional racing viewpoint where a selection of tracks and weather conditions await. The two-player game's simply brilliant and provides many laughs, so if you want a head-to-head racer…

MICRO MACHINES
CODEMASTERS ● £39.99 ● Tel 0926 814132 — **90%**

Steer miniaturised vehicles around odd courses such as a breakfast table, bath and garden path, viewed from above. Colourful graphics, smooth scrolling and superb controls make *MM* one of the most playable racers.

OUTRUN
SEGA ● £19.99 ● Tel 071 373 2222 — **55%**

Long in the tooth and lack lustre nowadays. Choose your path across the States and put your foot down, taking in the colourful backgrounds, excellent music and speech. Limited courses and shallow gameplay are its downfall.

OUTRUN 2019
SEGA ● £37.99 ● Tel 071 373 3000 — **51%**

It runs at fine speed but roads twist unconvincingly and roadside obstacles jerk into view. The futuristic setting offers nothing new and tracks follow predictable patterns. The yawns soon follow.

ROAD BLASTERS FX (CD)
WOLFTEAM ● £39.99 ● Tel N/A — **81%**

You're out for revenge! Sometimes staggeringly-fast cartoon animation is used for both through-the-windscreen and cutaway action. Wild stunts to make you gasp and versatile controls, for this type of CD game.

ROAD RASH II
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — **86%**

If you were born to be wild, head out on the highway astride a high-tech cycle, clubs and chains at the ready. Good 3D and sense of movement, a lot of fun and a big challenge. Don't buy if you have the original.

SUPER HANG-ON
SEGA ● £19.99 ● Tel 071 373 3000 — **79%**

The age-old aim: reach checkpoints in time. The road scrolls quickly and smoothly and the illusion of movement's convincing. The only fault is the bike's a little sluggish to handle, but at this price who's complaining?

SUPER OFF-ROAD
BALLISTIC ● £29.99 ● Tel 081 877 0880 — **68%**

Drive small but perfectly formed 4x4 trucks around rugged single-screen courses. Computer opposition is too tough and although you can update five vehicle attributes, it doesn't help

TEST DRIVE II: THE DUEL
BALLISTIC ● £39.99 ● Tel 081 877 0880 — **65%**

A Ferrari, Porsche and Lamborghini are at your disposal in a race against the computer to Rusti's Garage. The cars handle well but the scenery's so dull you may as well be stationary.

RPGs

A land to free, a magical item to find, a galaxy to liberate! In-depth adventures all have their rewards — and Virgin's high-tech *Corporation* gets 91%!

ADVENTURES OF WILLY BEAMISH
DYNAMIX (CD) ● £39.99 ● Tel 0734 303322 — **58%**

As American schoolboy Willy, escape detention then get into surreal scrapes with your sister and dead grandfather. Cartoon graphics, fully characterised speech but horrific loading times cripple amusing gameplay.

BUCK ROGERS
ELECTRONIC ARTS ● £49.99 ● Tel 0753 549442 — **82%**

Various space-faring alliances face one another as Buck selects a crew of various skills. Plenty of gameplay and detail for RPG fans but more could've been made of the scenario.

CADASH
TAITO ● £32.99 ● Tel 0101 708 520 9280 — **60%**

Become a fighter or mage and go a-roving! Pretty slowly, mind you, and you'll be hard-pushed to find the roleplaying elements. You're left with a weak platform game with nicely drawn but poorly animated graphics.

CORPORATION
VIRGIN ● £39.99 ● Tel 081 960 2255 — **91%**

It's you versus robots and mutants. Superlative 3D rooms and corridors and a host of gadgets firmly set the atmosphere. Defence systems are shut down with a mixture of firepower and logic. A massive challenge.

HOLLOW WORLD
SEGA ● £59.99 ● Tel 071 373 3000 — **67%**

Scour the newly-formed Hollow World for threats. Villagers are nattered to, armour and weapons upgraded and special objects discovered. Nice graphics but no atmosphere and little to keep the experienced adventurer busy.

RINGS OF POWER
ELECTRONIC ARTS ● £49.99 ● Tel 0753 549442 — **85%**

Travel on foot and by Dino, Landbeast and boats to find the Rod Of Creation. Slick programming and great isometric graphics are the first attraction, in-depth tasks and a massive challenge follow.

SHINING IN THE DARKNESS

SEGA ● £34.99 ● Tel 071 373 3000 — **89%**

The duff storyline is forgotten when the superbly designed and coloured graphics flash onscreen. Magic and different fightings tactics defeat monsters, lateral thinking's needed at other times. One of the best Sega RPGs.

SUPER HYDLIDE

SEGA ● £19.99 ● Tel 071 373 3000 — **47%**

Small ugly graphics are a bad sign. You die frequently for no apparent reason, then run out of time and patience. RPG afficionados will find enough to stay occupied but there are better on the market.

Shoot-'em-up

Whether aboard a helicopter, space ship or plane, or running along as a soldier, robot, wizard or cop, blasters have as many victims as they do fans.

AFTERBURNER III (CD)

CRI/SEGA ● £39.99 ●Tel 071 373 3000 — **63%**

A CD sequel to the coin-ops. Jet fighter sprites look good and move realistically but ground graphics are crude and dull. There's great music and effects but not enough to do. Spend your loose change on the real thing.

ALIEN 3

ACCLAIM ● £39.99 ● Tel 0962 877788 — **92%**

Part exploration, part shoot-'em-up, slaphead Ripley's got her work cut out for her. Aliens are on the prison planet she's crash-landed on and have taken several prisoners, er, prisoner. Ripley has to rescue them before chest-bursters make it a moot point but Aliens are everywhere. Grisly graphics and superlative sounds set the scene for a heart-stopping battle. Be quick on the trigger but keep an eye on your ammo.

ATOMIC RUNNER

DATA EAST ● £39.99 ● Tel 0101 408 286 7080 — **66%**

Detailed, original backgrounds mix ancient artefacts with technology. But great graphics do not a game make: it's unimaginative, controls are very awkward and 15 continues put paid to lastability.

BIO-HAZARD BATTLE

SEGA ● £39.99 ● Tel 071 373 3000 — **82%**

Aside from its toughness, it's the unusual creepy-crawly enemies (hence the 'bio') which set this aside from the average blaster. Sprites are superior, backgrounds a touch bland, but it's playable.

DEATH DUEL

RAZORSOFT ● £39.99 ●TEL 0101 405 843 3505 — **30%**

Great pics between levels but graphics are otherwise childish in this cursor-controlled shooter. Duff FX, restrictive controls and boring gameplay. Taking potshots at cowardly monsters ain't fun...

DESERT STRIKE

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — **92%**

Pilot an Apache 'copter on five taxing missions, taking on (and out) anti-aircraft units and SAM sites. Scouring the landscape for extra ammo, armour and fuel is as important as the shooting and leads to numous worrying moments. The missions are well put together; superb sprites, responsive controls and realistic effects bring them to life. A classic blast.

EMPIRE OF STEEL

FLYING EDGE ● £39.99 ● Tel 0962 877788 — **72%**

You're set against Motorhead — blast seven shades of **** out of Lemmy! Om, sorry, you set against the Motorhead *Empire*. Well shaded parallax backgrounds, oodles of weapons, pumping tunes, great effects and speech, compact sprites... A pity it's so easy!

FINAL ZONE

RENOVATION ● £39.99 ● Tel 0101 408 982 2700 — **73%**

As Howie Bowie (sic), climb into a powersuit and stomp through seven war zones. Controls are a pain and plenty of wandering and repetition is required. Dull backdrops, good sprites but there's often slowdown. Missed potential.

FIRE SHARK

SEGA ● £19.99 ● Tel 071 373 3000 — **62%**

Strange: you fly a bi-plane yet can acquire three-way fire, Wide Shot and Super Shot — a four-way laser! Scrolling's smooth but backgrounds are similar, sounds are irritating and it's too easy and unexciting.

GALAXY FORCE 2

SEGA ● £19.99 ● Tel 071 373 3000 — **42%**

Once, it was an impressive, expensive coin-op, with flashy hydraulics and 3D. Now it's a cheap and pretty nasty cart. The ship handles badly, there's sprite flicker and an irritating voice babbles at you during tunnel sections. Too easy.

GLEY LANCER

NCS ● £39.99 ● Tel N/A — **79%**

On paper it's a standard scrolling shooter — power-ups, end-of-level craft etc — the only difference being a selectable permanent add-on. Good use of colour, infinite continues and a *hard* Hard setting. A good, slick blast.

G-LOC

SEGA ● £39.99 ● Tel 071 373 3000 — **75%**

Don't expect anything as flash as the coin-op, but as a straight-laced shoot-'em-up, *G-LOC*'s entertaining. A fast, smooth blast with sampled voices, realistic effects and presentation pics.

GYNOUG

SEGA ● £19.99 ● Tel 071 373 3000 — **81%**

A graphic treat: smooth, parallax-scrolling backgrounds, dazzling ripple effects, big, well animated enemies and no slowdown. The sounds aren't bad and the six levels will keep you playing.

HELLFIRE

SEGA ● £34.99 ● Tel 071 373 3000 — **92%**

A galaxy-saving mission, various power-ups and end-of-level motherships. So far, so predictable. But the ship has unique directable firepower, which adds strategy, and gameplay's very tough, in an unputdownable way.

JUNGLE STRIKE

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — **94%**

The sequel to *Desert Strike* is a 16 Meg monster! Rather than just an Apache, this time you pilot a Comanche helicopter, combat hovercraft, Stealth fighter and Special Forces motorbike to stop a madman. Campaigns take place not only in jungles but in Washington and deserts (deja vu!). The graphics and sound are staggeringly realisitic and the missions are all challenging and fun. Superb stuff.

MERCS

SEGA ● £19.99 ● Tel 071 373 3000 — **83%**

Jog along vertically-scrolling levels, *Ikari Warriors*-style, and let fly with various collectable firearms. Seven brightly-coloured levels provide an unoriginal but playable challenge.

MUSHA

SEISMIC ● £39.99 ● Tel N/A — **70%**

Unusual frog-like robot armour flies up few but lengthy levels; by the time you're used to them, you run out of game! Great visuals — big, colourful, smooth scrolling — but too easy and unoriginal.

PREDATOR 2

ARENA/ACCLAIM ● £39.99 ● Tel 0962 877788 — **63%**

A Predator's on the loose but Harrigan's on his tail. He blasts drug dealers and finds hostages on isometric 3D levels before the alien makes things difficult. Small sprites and bland backdrops, unoriginal and unexciting gameplay.

SEWER SHARK (CD)

SONY ● £44.99 ● Tel 0101 310 858 3777 — **84%**

Fly along FMV sewer tunnels, blast Radigators, bats and assorted mutated creatures while keeping an ear open for directions. It's great to look at and the digitised actors perform well, but lastability isn't good.

SMASH TV

ACCLAIM ● £34.99 ● Tel 0962 877788 — **72%**

Explore the single screen rooms of a futuristic gameshow. One of the novelties is the ability to fire in one direction while running in another, vital for survival. A flawed conversion.

SPACE HARRIER II

SEGA ● £19.99 ● Tel 071 373 3000 — **55%**

The original began the trend for hydraulic chairs and cabinets in the arcades. Blastin' nasties and dodging obstacles has limited appeal as their patterns are soon learnt, but at this price it's okay as a piece of nostalgia.

SUNSET RIDERS

KONAMI ● £39.99 ● Tel 081 429 2446 — **84%**

Back in the Wild West, one or two bounty hunters pump mean cowboys full of lead, collecting ammo and cash along the way. Its lighthearted graphics and gameplay are appealing.

SUPER FANTASY ZONE

SEGA ● £39.99 ● Tel 071 373 3000 — **90%**

Cute, bold and *very* colourful graphics hit you between the eyes! Spare parts and weapons shops are very necessary to survive this fast, tough shoot-'em-up. Addictive, take-no-prisoners blasting at its best.



SUPER THUNDER BLADE

SEGA ● £19.99 ● Tel 071 373 3000 — **36%**

In its day, the coin-op's graphics wowed gamers, but the same was never true of the MD's. Slow, jerky movement detracts rather than adds to the weak gameplay.

THE TERMINATOR

VIRGIN ● £39.99 ● Tel 081 960 2255 — **79%**

First in 2029 then back in 1984, Kyle Reese defends Sarah Connor from a Terminator. There are plenty of ladders and stairs to negotiate and even more foes to blast. *Terminator* fans will love it, others should try it first.

TERMINATOR 2

ACCLAIM ● £39.99 ● Tel 0962 877788 — **92%**

Direct gunsights and blow Terminators to scrap metal, but remember to collect ammo and gun coolant. This *Op Wolf* update is the best of its kind. Superb graphics, raucous sound and non-stop action. Even better with the Menacer.

THUNDER FORCE IV

TECNO SOFT ● £39.99 ● Tel N/A — **88%**

Following three respectable shoot-'em-ups, it's no surprise this is one of the best blasters around. Other than some slowdown, there's nothing to fault but plenty to enjoy. Stunning graphics, high quality sounds and addictive gameplay.

THUNDERSTORM FX (CD)

WOLFTEAM ● £39.99 ● Tel N/A — **72%**

A cartoon view from an attack chopper is overlayed with a gunsight, used to blast terrorists. *Thunderstorm FX/Cobra Command* is already looking crude compared to new releases.

TWIN COBRA

SEGA ● £34.99 ● Tel 071 373 3000 — **52%**

It uses the changing icon method of power-ups — the weapon you get depends upon its colour when collected. Average graphics and sound but plenty of levels to keep you busy, if you can stay interested.

TWINKLE TALE

WAS ● £39.99 ● Tel N/A — **91%**

Viewed from above and just behind the hero, there's an arcade adventure feel to the varied level designs and a numb feeling in your fingers after you tackle end-level guardians! For both beginners and experienced gamers.

UNIVERSAL SOLDIER

ACCOLADE ● £39.99 ● Tel 081 877 0880 — **63%**

Armed with an automatic gun, laser whip, power lines and gyroscope mode, find yet more weapons as you destroy waves of dull mechanical opponents. An above-average platform blaster based very closely on *Turrican* but a disappointing licence.

ZERO WING

SEGA ● £19.99 ● Tel 071 373 3000 — **74%**

Up against Cat's forces (no, not from *Red Dwarf*), you can use a tractor beam to grab enemies and launch them at others! Good use of colour, cool explosions and weapon effects, but gameplay's run-of-the-mill.

Sports

Balls of all sizes, shapes and textures feature in these games, the hockey, boxing and multi-event cart breaking the pattern.

THE AQUATIC GAMES

ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — **77%**

James Pond and his 'Aquabat' chums compete in running, jumping, seal-minding, shell-flipping and kipper-feeding events. Graphics are gorgeous, sounds are superb, but there's limited enjoyment, even with a few players.

ARCH RIVALS

FLYING EDGE ● £39.99 ● Tel 0962 877788 — **71%**

A conversion of a two-on-two coin-op (the second basketballer controlled by the computer), it features superb cartoon intermissions but gameplay foibles. Limited gameplay against the computer, fun with a friend.

BULLS VS LAKERS

EASN ● £39.99 ● Tel 0753 549442 — **77%**

Options up to yer eyeballs and a versatile control system ain't enough. It's a struggle to get into then is too samey to keep you interested. Some good animation and FX but odd music.

CALIFORNIA GAMES

SEGA ● £19.99 ● Tel 071 373 2222 — **74%**

Up to nine players compete or practice half-pipe skateboarding, footbag, surfing, rollerskating and BMX racing. The different control methods are soon mastered but this mixed bag of events soon loses appeal.

CAL RIPKIN JR BASEBALL

MINDSCAPE ● £34.99 ● Tel 0444 246333 — **66%**

Although there's not much of it, the crystal-clear speech is the only thing to differentiate this from the crowd: Exhibition, League and Home Run games, 18 teams, pitching variables, stick man fielders...

DAVID ROBINSON'S SUPREME COURT

ACCLAIM ● £34.99 ● Tel 0962 877788 — **57%**

Manual player selection and difficult stealing make defence a pain but beating the computer's easy. The court flips 45° at the halfway line, confusing all games. Aesthetically pleasing but the gameplay's lacking.

EURO CLUB SOCCER

VIRGIN ● £39.99 ● Tel 081 960 2255 — **78%**

Control any of 170 teams, enter the five-round European Cup then aim for the ultimate: the Super Cup. The action's viewed from the stands and all three buttons are used. Once you've got the hang of it, it's playable.

EVANDER HOLYFIELD'S BOXING

SEGA ● £49.99 ● Tel 071 373 3000 — **79%**

Customise your boxer, train him then hop in the ring and bash his opponent! Versatile yet easy-to-use controls, large boxers and realistic controls. Expensive and superceded by *Muhammad Ali* but give it a go.

FLAMING DODGEBALL KID

SEGA ● £39.99 ● Tel 071 373 3000 — **76%**

Similar in appearance to volleyball, the basic idea's to hit members of the second team with the ball, timing your shots with its flashing. A worthwhile alternative sport and well represented by sizeable Japanese cartoon graphics and changing backgrounds. Give it a play.

GRANDSLAM TENNIS

TELENET ● £34.99 ● Tel N/A — **63%**

Plenty of options: design a character, practice shots, compete in exhibitions, play doubles... All buttons are used but text book plays and tactics don't work. Bland graphics are the plain vanilla icing on the stodgy cake.

HARDBALL III

ACCOLADE ● £39.99 ● Tel 081 877 0880 — **63%**

Although the rhythm's often mechanical, the running commentary adds life to this baseball sim. Piles of options but menus are used in gameplay, too. Expect more strategic elements than fast-paced sport.

JENNIFER CAPRIATI TENNIS

RENOVATION ● £39.99 ● Tel 0101 408 982 2700 — **84%**

Oodles of options, nifty FX and smooth character and ball movement get Jenny's game off to a great start. The variety of shots, tournaments and two-player option make it the best MD tennis game.

J GLANVILLE'S FOOTBRAWL

RAZORSOFT ● £39.99 ● Tel 0101 405 843 3505 — **59%**

American Football with a barbarian slant. The pitch is littered with tree stumps and rocks, the indoor arena has trap doors and *more* rocks. If you're doing badly, a bunch of ogres climb out the crowd and help you. However, it can work the other way around, too. The cartoon violence gives a few laughs but the gameplay's basic.

JOE MONTANA II
SEGA ● £34.99 ● Tel 071 373 2222 — **76%**

Joe is John's rival to the American Football crown The controls aren't as good as *Madden*'s, the zoom function's confusing and there's no play-offs. On the positive, graphics and sound are good, gameplay's suitably hectic.

JOE MONTANA III
SEGA ● £39.99 ● Tel 071 371 3000 — **80%**

Poor old Joe! This game doesn't put a foot wrong — plenty of options, several viewpoints, great graphics and heaps of quality speech — but still plays second fiddle to *John Madden '93*. Aaaahh! You have to feel sorry for him.

JOHN MADDEN '93
EASN ● £39.99 ● Tel 0753 549442 — **87%**

When EA beefed up *'92*'s graphics, added more speech, stats, battery backup system and classic teams, they created one of the best sports sims ever. If you're even mildly interested in American Football, purchase this forthwith!.

JORDAN VS BIRD
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — **55%**

The biggest names in basketball go head-to-head. Presentation's high but the sprites are sometimes blocky and gameplay's simply boring. One-on-one is the basis of a sub-game, *not* an entire cart.

MARIO LEMIEUX HOCKEY
SEGA ● £39.99 ● Tel 071 373 3000 — **49%**

A Mario game on Sega! But this namesake is no gaming star: players are sluggish, the control system's tricky and you spend half the time trying to find out who you are. Nice to look at, bad to listen to.

MUHAMMAD ALI BOXING
VIRGIN ● £39.99 ● Tel 081 960 2255 — **87%**

The greatest heavyweight boxer lends his name to the greatest boxing game! Naturally, the aim is to become champ, although exhibition bouts can be organised. Presentation, graphics, sound and gameplay are of the highest calibre.

MUTANT LEAGUE FOOTBALL
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — **78%**

Funny aliens and crafty demons add variety and humour to this vertically-scrolling American Football spoof. Pitches are dull but big sprites portray inevitable, enjoyable violence.

NBA ALL-STAR CHALLENGE
FLYING EDGE ● £39.99 ● Tel 0962 877788 — **63%**

The basic concept's a loser: it's one-on-one. Worse, some of the sub-games (as in 'way below par') are simply shooting practice. There are clear digitised portraits and realistic animation but lastability's low.

NHLPA HOCKEY '93
EASN ● £39.99 ● Tel 0753 549442 — **84%**

Fights and the Sin Bin join team and player stats; the top 50 slappers have special moves! Professional presentation, EA's usual wide array of sport options and realistic graphics and sound; a top-notch sim.

OLYMPIC GOLD
US GOLD ● £39.99 ● Tel 021 625 3366 — **80%**

Hurdles, the 100 metres, pole vault, diving, swimming, archery and hammer throwing — not quite the full Olympics but their controls are easily mastered. Superb with the full complement of four players.

PGA TOUR GOLF II
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — **73%**

Restrained visuals and an upmarket approach mix well with comprehensive options and clever features. A 'skins' game and 'draw and fade' facility help bump this onto the 18th green.

POWERBALL
NAMCO ● £39.99 ● Tel 0101 408 496 6371 — **30%**

A future version of football, blandly-drawn teams from around the globe compete on a dull pitch. It's difficult to see who's got the ball but you're unlikely to have it long, anyway.

PRO QUARTERBACK
TRADE WEST ● £39.99 ● Tel 0101 903 874 2683 — **52%**

This attempts to steal Madden and Montana's thunder with fancy 3D perspective — which doesn't work! The number of plays is limited and their selection is confusing. It's fast, fun to watch and the music's funky.

RBI BASEBALL 4
TENGEN ● £39.99 ● Tel 081 780 2222 — **89%**

Large sprites, smooth movement and quality sound make this a treat. A spread of options, numerous teams to choose, piles of stats and easy to learn controls complete the happy picture.

SIDE POCKET
DATA EAST ● £39.99 ● Tel 010 408 286 7080 — **73%**

The game's pool, Nine Ball and Pocket against another human, Trick Shot Challenge and a States-skipping solo Pocket game. The latter soon sets horribly high target scores but the two-player option's always fun.

SPEEDBALL 2
SEGA ● £39.99 ● Tel 071 373 3000 — **90%**

In a smooth-scrolling metallic arena, teams battle it out for possession of a metal ball. Collect coins to improve the team. Manic gameplay and great presentation. One of the best two-player sports games.

SUPER HIGH IMPACT
ARENA ● £39.99 ● Tel 0962 877788 — **79%**

Smart speech and pulse-pounding effects increase atmosphere in this crunching American Football game. It's aimed at newcomers to the sport and adds aggression with its Hit-O-Meter. Worthy of attention.

WINTER CHALLENGE
ACCOLADE ● £34.99 ● Tel 081 877 0880 — **80%**

Gather up to nine friends, choose nationalities and enter luge, downhill and cross-country skiing, bobsled, speed skating, slalom, biathon and ski jumping. The events vary in quality but feature realistic animation and 3D scenery.

WORLD CLASS LEADERBOARD
US GOLD ● £39.99 ● Tel 021 625 3366 — **63%**

US Gold gave up their snap-hook graph in favour of a fancy circular one for MD *Leaderboard*. Control is a hit-and-miss affair with the new device. Blocky graphics and weak sounds but there are plenty of courses and game types.

WORLD CUP ITALIA '90
SEGA ● £19.99 ● 071 373 3000 — **59%**

Get England into the final! Viewed from above, about a tenth of the pitch is shown at any one time. The graphics are colourful and movment's speedy, but with only three kicks to master, it won't keep you playing for long.

Strategy

Organise your troops, plan your moves, distribute resources... If your the type who thinks before they act, the following games should be right up your street.

KING SALMON
TOKAI ● £39.99 ● Tel N/A — **57%**

There's nothing fishy about this being in the strategy section. Bait type, line length and depth, where to fish... even the arcade sections require thought. Remarkably enjoyable but not for long.

MEGA-LO-MANIA
VIRGIN ● £39.99 ● Tel 081 960 2255 — **90%**

Somewhere in space, flamboyant gods struggle for control over epochs. Devote manpower to mining, invention, defence and combat. The icons are a touch confusing but speech is excellent and gameplay unsurpassed.

MONOPOLY
SCULPTURED SOFTWARE ● £39.99 ● Tel N/A — **51%**

As in the board game, go round and round the board, deciding which property to buy and where to put houses. It's well presented and easily played but nowhere near as satisfying as the real thing.

POWERMONGER
ELECTRONIC ARTS ● £39.99 ● Tel 0753 549442 — **70%**

An in-depth version of *Populous*, men are recruited, land is farmed and power struggles develop in a war against computer commanders. Massive depth but the control system cripples the gameplay.

WARRIOR OF ROME II
MICRONET ● £39.99 ● Tel N/A — **56%**

Walk in Caesar's sandles and prevent the rebellion which killed him. Train men, organise troops, build colosseums and fortresses before going into combat. It takes a lot of time and patience but the two-player option helps.

Small Ads

for sale

Ever heard the expression 'flogging a dead horse'? Well if you've got one, use it as an umbrella stand, we don't want to hear about it. What we *do* want are your classified ads. If you've got something to flog — it needn't be Sega-related — place a classified ad here. The good news is, West Bromwich Albion have made it to the first division. Errrr… sorry — try again! Good news is, our small ads are absolutely free. They really are!

■ C64 and games, £100. Comes complete with joystick and over 200 games. Or sell games for £60 ono, worth £400–500, or will swap for two MD games or one game and a joypad. Ring (0204) 597843.

■ Sega Game Gear with 11 games and various accessories. Phone for more details, quick sale needed. Phone (0206) 763097, £320 ono. Boxed with instructions.

■ Now hear this! Tomy 'Aaaaghh!' and 'Double-player Water Game Football', still boxed with batteries, £10. Ring Stuart on (0302) 887307.

■ For sale, Mega-CD with eight games, including Jaguar XJ220, boxed, 10 months guarantee, £230. Phone Rob on (0286) 678080 after 5pm.

■ Sega Master System II with 11 games, Super Kick Off, Castle Of Illusion, Asterix. Will sell for £140 ono. Call Paul on (0785) 823756.

■ Streets Of Rage, Wrestle War, Forgotten Worlds, Golden Axe, £17.50 each. Road Rash 2, Terminator 2, £25 each. EA Hockey £20. All vgc. Two control pads, £7 each. Phone (0375) 842611.

■ Ecco: The Dolphin and Lemmings (MD) for sale, £30 ono. Also Wrestle War, £10 ono. Will consider swapping for Super Kick Off (MD). Ring Paul on (0785) 823756.

■ Game Boy and five games (Hunchback, Mario and Yoshi, Tetris, Gremlins 2 and Addams Family). Also mains adaptor. Altogether worth £200 but will sell for £160. Phone (0584) 711387.

■ Boxed Mega Drive with seven games, Menacer, two pads and Action Replay Pro. Cost over £500, will sell for £250 or swap for Amiga. Tel Mark on (0703) 616678.

■ Mega Drive games, Road Rash 2, Olympic Gold, Sonic, £25 each. Super Hang-On, World Cup Italia 90 and Columns together, £25. Tel (0730) 893906.

■ Master System II going cheap! Good condition, with box and two games in good condition, also includes a control pad, £45. Ring (0234) 713104.

■ For sale, Atari STE, double-sided drive, 1 Meg, Discovery pack, joystick, mouse, word processor, £300 of games including Street Fighter II, Final Fight. Worth £600, sell for £450. Ring (081) 659 7830.

■ Atari Lynx II, brand new, £50, or swap for four Mega Drive games. Tel Gav on (0925) 266068.

■ Game Gear, mains adaptor, magnifier, Master System converter, five games. Worth £260, will accept £135. Ring Middlesborough 312603, will swap for SNES and games.

■ Mega Drive, two joypads, 12 new chart-busting carts: World Of Illusion, Taz-Mania, Sonic 2, Alien 3, Lemmings etc. Worth £600+, sell for £295 ono, four months old. Ring (041) 885 1548.

■ Tamiya RCC model car for sale, Technigold motor plus two batteries, handset, two chargers, car lighter charger. Very good condition, £60 ono. Tel (0638) 711020, ask for Louis.

■ Super Nintendo, two joypads, Mario, Kick Off, boxed with instructions £120. Or swap for Mega Drive with game and two joypads. Phone Richard on (0430) 860557, buyer must collect.

■ Mountain Bike, 18 speeds, one year old, full options, cost £325, sell for £200. Ring (081) 767 5124.

■ Master System for sale, eight games including Sonic 2, Fantasy Zone 2 and Lemmings. Two controllers, light gun, all for £120. Phone Henry on (081) 567 7650.

■ Sega Master System, good condition, seven great games including Sonic 2 and Alien 3, light phaser, two control pads and a joystick for £100, or swap for an English Mega Drive with game(s). Tel (0249) 720143.

■ Master System, two pads, light phaser with Operation Wolf, Shinobi, Sonic, Captain Silver and Super Tennis, £125. Also Curse (Jap) on Mega Drive. Console must be collected. Ring Leo on (081) 789 3007.

■ Game Gear, six games, magnifier, adaptor and Sega Forces 1–15. Games mostly boxed, excellent condition, includes Super Kick Off and Mickey Mouse. £160 ono. Tel (041) 884 2126, evenings please.

■ Mega Drive for sale with ten games, including Sonic 1 & 2, Another World, Ecco, Road Rash 2 and Speedball 2, £300. Phone (081) 868 8128.

■ Sega Master System with 16 games plus joystick (boxed). Sonic 2, Populous, Wonderboy 3, Prince Of Persia. Good condition, £175 ono. Ring (081) 692 9838.

■ Games! Games! Games! The Legend Of Zelda £17, Duck Tales £25, Turtles £30. Ring Andrew on (0779) 78390, 8–8.45am or 7–10pm.

■ Master System II with six games, joypad and joystick. Plus Game Boy with five games and carry case, £95 ono. Tel (0285) 831573 after 5pm.

■ Game Gear boxed, includes AC adaptor, battery pack, carry case, amplifier. Also includes seven top games, all boxed. Worth over £300, will sell for £180 ono. Ring (051) 531 0752.

■ Sell Sega Force Issue 18, Sega Megatech 17, Sega Power 40 and 43 for a bargain £4. Phone (0986) 873456. Also HardBall 3 to swap for Speedball 2, Terminator 2.

■ Amiga 500, Action Replay Mk3, £200's worth of games. Asking £150 ono. Will swap for Mega Drive and at least two games. Tel (0932) 232560.

■ UK Mega Drive, two joypads and 15 games, including Fatal Fury, Road Rash 2, Streets Of Rage II, Ecco, £395. Phone Andy on (061) 430 2444.

■ Jap Mega Drive carts, Quackshot £20 + XDR £15, both boxed. Phone Paul on (061) 976 2203 after 4.30pm.

■ Game Boy and eight games for only £100 ono, worth £200+. Will swap for five MD games. Games for sale £18 & £23 each, phone Peter on (0232) 625330.

■ Sega Game Gear with 11 games and lots of various accessories. Phone for more details quick sale needed. Phone (0206) 763097 £320 ono boxed with instructions.

■ MS game for sale. Operation Wolf, a great bargain, only £15. Call (0223) 62966 ask for Oliver.

■ For sale Atari ST with Discovery pack, games, 1 Meg upgrade. Tel (0772) 700799 after 6pm please ask for Rick.

■ Sega Master System 2 for sale with six games including RC Grand Prix, Lemmings, all games boxed with instructions, £70. Phone Lee on (0277) 364783.

■ Sega Mega Drive with After Burner II, two joypads, Jap adaptor and two year guarantee, £80. Please ring (061) 2473808 between 9am-4pm, weekdays only.

■ Master System, mint condition, control pad, 11 games including Sonic 1 & 2 and Populous. All games boxed with instructions, worth £250, going for £150 ono. Ring Matthew on (0942) 723712.

■ For sale Game Gear, four games, AC Adaptor, batteries £140. Tel (091) 2700810, buyer must collect. Newcastle area. Ask for Simon.

■ Mega Drive including seven games, Sonic, Castle Of Illusion, World Of Illusion, Senna GP II, J Madden Football '92, Quackshot, PGA Golf, plus MS converter and four MS games worth £420. Sell for £275 or swap for an Amiga 600+ mouse and controllers and games. Tel London 2510068.

■ Sega Game Gear, five games, carry case, cleaning kit, magnifier, games include Sonic 2, Olympic Gold for £120 ono, please ring (0353) 721846 after 4pm please.

■ Commodore 64, many games and extras including light gun £40 ono. Call Crawford on (041) 884 2126.

■ Sonic 1, Tom & Jerry, Bart vs Space Mutants, Bubble Bobble and Castle of Illusion, all £12-£20 or swap for G Gladiators, Chuck Rock, Psycho. Ring (0905) 355141.

■ Game Gear games. Mickey Mouse £20, and swap Chase HQ for Fantasy Zone, also MD Revenge of Shinobi for SOR II. Call (081) 878 3708.

■ Game Gear boxed, includes AC adaptor, battery pack, carry case, amplifier, also includes seven top games, boxed worth over £300, will sell for £180 ono. Ring (051) 5310752.

■ Mega Drives, Jap or American with games and one joypad. Price negotiable. Ring Edwin on (0753) 883145 after 4pm.

■ Jap carts, Quack Shot £20 and XDR £15, for Mega Drive, both boxed. Phone Paul on (061) 976 2203 after 4.30pm.

■ UK Mega Drive, two joypads and 15 games including Fatal Fury, Road Rash 2, Streets Of Rage II, Ecco etc, £395. Phone Andy on (061) 430 2444.

■ Game Gear, 23 games including Sonic 1 & 2, Lemmings, Batman, Gear converter, mains adaptor, worth £500 will sell for £350. Write to Mick, 63 Abingdon St, Alleston, Derby, DE24.

■ SNES, two joypads, F-Zero, Probotector. Unwanted Christmas presents, desperate to sell. A bargain at £50. Phone (0734) 833441 and ask for David.

■ 'I'm having trouble getting rid of my great aunt. She's haunting our downstairs cloak-room. What can I do, Jean?' 'Oh, Sue! There's no hope for you! Why not do what *I* do? Place a small ad in SEGA FORCE MEGA. Their adverts won't cost you a penny and, who knows, there may be some kind rabbi reading who'll pop round, wolf your custard creams and have a dabble.' 'Cheers, Jean. You're a lifesaver!' 'I try my best. Though it's not easy with three kids and a husband who likes dressing up as Maid Marian…'

■ Sega Master System with joystick, light gun, 3D glasses, nine games including Sonic, all boxed and with instructions, £100. Phone (0694) 722005.

■ Sega Master System II for sale with three games (Heavyweight Champ, Alex Kidd, Pro Wrestling), two joypads. £90 ono. Phone Stuart on (0203) 365341.

■ Sonic 2 (English cart), £20. Adaptor for Jap and USA carts, £10. Contact Graeme at (0509) 412919 (weekdays), 4–6pm.

■ Game Boy for sale with eight games, carry case, light, magnifier, all leads, worth £300. Mega Drive Menacer, three games, Mickey and Donald, Last Battle, Sonic, six-game cartridge, two pads, £180 ono. Ring Tim on (021) 427 6409.

wanted

■ Wanted, Mega-CD (British). Will swap for 1 Meg Amiga with two joysticks and an extra £50. Phone (0633) 252815, ask for Gary.

■ Mega Drive Krusty's Fun House, Rainbow Islands, Marvel Island, New Zealand Story, Chiki Chiki Boys, Tetris, Micro Machines and Talmit's Adventures. Write to: Mrs L Bryant, 125, Lossiemouth Rd, Bishopmill, Elgin, Morayshire IV30 2LG.

■ Mega Drive games. Krusty's Fun House. Does anyone have any Master System games on card? Willing to pay up to £20. Send list of games to 125 Seaview Terrace, Edinburgh EH15 2HQ.

■ Wanted: second-hand Game Gear, rechargeable battery pack. All prices considered. Write to Adam Setterfield, 9 Brecon Square, Ramsgate, or phone (0843) 595685.

■ Wanted: Master System games, Alien 3 and Super Kick Off, boxed with instructions, will pay up to £15 each. Tel (0270) 882566.

■ I will buy your Master System games for up to £20 others considered especially Wimbledon Tennis. Phone James on (0579) 344059 now!

■ Amiga 600 and games. Will swap for Mega Drive with Master System adaptor and 11 games including Sonic 2, Rolo, Robocod, Chuck Rock. Tel (0482) 799607.

■ Does anyone have any Master System games on card? Willing to pay up to £2. Send list of games to: 125 Seaview Terrace, Edinburgh, EH15 2HQ.

■ Master System games: Alien 3 and Super Kick Off, boxed with instructions, will pay up to £15 each. Tel (0270) 882566.

■ Amiga 500, Action Replay Mk3 £200's worth of games. Asking £150 ono or will swap for Mega Drive and at least two games. Tel (0932) 232560.

■ Master System carts, Joe Montana Football, Pit Fighter, Vigilante, Flintstones, Super Kick Off, Double Dragon. Will pay £12–15. Phone Steve on (0531) 633725 after 4pm.

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■ Second-hand Game Gear rechargeable battery pack. All prices considered. Write to Adam, Setterfield Square, Ramsgate, or ring (0843) 595685.

■ Wanted: Amstrad GX4000, any games considered. Write to Tim Graham, 17 Nent Grove, Hexham, Northumberland.

■ All Super Nintendo and Mega Drive games and consoles in pack or single. Cash paid, private buyer. Tel Raj on (0850) 899129 anytime.

■ Does anyone have any Master System games on card? Willing to pay up to £2. Send list of games to 125 Seaview Terrace, Edinburgh EH15 2HQ

swap

■ Swap Sonic and Altered Beast for one of the following: John Madden '92/93, Desert Strike or Mega-lo-Mania. Contact Mark on (0363) 82504.

■ I will swap my Mega Drive versions of Streets Of Rage, Sonic, Spider-Man and Moonwalker. All titles considered. Tel (0856) 875547.

■ Sega Master System games swap Tom & Jerry, Wonderboy 3, for Streets Of Rage, Terminator or Alien 3. Will sell for £15 each ono. Phone (0777) 871255.

■ Does anyone want to swap their copies of Wonderboy and Columns or Mickey Mouse 2 for Pac-mania, World Grand Prix or Joe Montana? Phone James on (0672) 810257.

■ I'll swap Sonic (MS) for Olympic Gold, Super Kick Off, any good beat-'em-up or Mickey 2. Free tips for Sonic. Contact Chris after 3.30pm on (0375) 678780.

■ Swap Master System games, Sonic 2 or Chase HQ for Streets of Rage on Master System. Tel (071) 607 6540.

■ I will swap Champions Of Europe or Castle Of Illusion on the Master System for Lemmings or Prince Of Persia. Phone Andrew on (0736) 752408.

■ For swaps, Super Monaco Grand Prix, Joe Montana Football, Alien Storm and nine others on MS for Super Real Basketball, Prince of Persia or any other MS game. Write to S Rimmer, 14 Muirfield Close, Fairways, Merseyside L12 9LY.

■ For Master System I will swap either Double Dragon or Pro Wrestling for Super Kick Off. If so, call Jonathan on (0531) 670912.

■ Wanna superior swap? Then write to Superior Swaps, 6 Slade, Fishguard, Dyfed SA65 9PD or ring (0348) 874263. Only £2 per game or £3.60 for two! Any format.

■ Swap Castle Of Illusion (MS) for Asterix or Wimbledon or Lemmings. Ring (081) 644 4895 after 4pm and ask for Mark.

■ For swap Lemmings (GG) for Spider-Man (GG). Must be boxed with instructions. Phone (021) 446 6048, ask for Phil.

■ Danny will swap Game Gear and seven games including Sonic 2, carry case, MS convertor, and AC adaptor (worth £300+) for Amiga and games. Phone Danny on (0286) 881314 now!

■ For sale or swap for SNES or Mega Drive games, all Mean Machines Mega books and most issues of Mean Machines. Phone Lee on (061) 798 8241.

■ Will swap my Master System with light phaser, control pads, AC adaptor, Sonic, Enduro, Super Kick Off, Strider, Ninja, World GP, Super Tennis and Teddy Boy for your Atari ST. Write to James, 18 Kirkswold Rd, Glasgow, Scotland G43.

■ I will swap my Master System with 13 games, two control pads, light phaser for a Mega Drive with 15 games. Tel Norwich 250199.

■ Got something to swap? Place a small ad in SEGA FORCE MEGA. I'd swap my mother for a penthouse flat on the Isle of Wight any day. Or a wall-mounted brillo grip —Ade.

■ Help! I'm looking for Space Invaders '90 on the Mega Drive. I'm willing to pay between £25 and £30 for a copy in good condition with the booklet. Please call Steven on (0768) 899773.

■ I will swap my Hellfire for PGA Tour Golf, PGA 2, Arnold Palmer or World Class Leaderboard (wonder if he likes golf... — Sub Ed). Phone (0884) 33611 — now!

■ Wanted: Amiga 600 or 500+ with a joystick and a few games. I will swap my Mega Drive, four games, two controllers and a carry case. Call Dan on (0482) 648244.

■ Lemmings, Shinobi and Joe Montana to swap (worth £73) for two decent Mega Drive games. Also Thunderforce IV for sale, £25. Call (0484) 683706, evenings please.

■ Will swap my Sega Mega Drive with two games for Super Nintendo and a game. Phone Dan on (0926) 54202 after 6pm.

■ Wanna superior swap? Then write to Superior Swaps, 6 Slade, Fishguard, Dyfed SA65.

■ Mega Drive swaps: Streets Of Rage 2 for Global Gladiators, Lemmings for Tiny Toons, PGA 2 for Fatal Fury, New Zealand Story for Rainbow Islands, plus many more 85%+ rated. Call Steven on (0768) 899773, thanks!

■ Swap your used Mega Drive games, only £3.50 per swap. Games must be UK, boxed with instructions. Phone Mark on (0443) 442138 after 6pm.

user clubs

■ Yo! Sega Force muthas! My fanzine, 'Ultima', has stacks of cheats, reviews, pen pals and swops. Free! Send an SAE to AJH, 33 Central Avenue, Seele, Liverpool L24.

■ Swapper's Directory. Swap all your games for free! Send lists with SAE and £1 registration fee to: S White, 28 Churchfield, Ware, Herts SG12 OEP. Directory sent!

pen-pals

■ Desperately seeking pen pals. Any girls out there in need of a laugh, meaningless conversation or a truly different experience, write to me, John Blake, The Saltwas, Croft Marsh, Skegness, Lincs PE24.

■ Hi! Hot 9-year-old male looking for female penfriend. Send a photo if possible to Brian, 76 Derwent Dr, Oakham, Rutland, Leics LE15 6SA.

■ 28-year-old male wants similar-aged female to write to about their interests regarding Sega Mega Drive and Mega-CD. Write to John, 737 Alcester Rd South, Kings Heath, Birmingham B14.

■ Hi! 12-year-old boy seeks pen pal. Write to Martin, 7 Woodplumpton Rd, Ashton, Preston, Lancs PR2 2LN.

■ Hi! Pen pals wanted, age 13–15, male or female, it doesn't matter. I'm 13. Replies guaranteed. Write to Karen Livingston, 195 Haymarket St, Carntyne, Glasgow, Scotland G32.

■ Carl. If I had the wings of an eagle, if I had the ass of a crow, I'd fly over England tomorrow and poop on the people below! Please write again. I've lost your address. Sarah.

■ 13-year-old Mega Boy who needs Mega Girl pen pal, 12–14. If interested, write to: Mark Bentley, 61 Cupfields Ave, Tipton, West Midlands.

■ Us weak-willed, self-indulgent guzzlers accept classified ads in good faith. We can't be held responsible if the Mega Drive you've bought thinks it's a dishwasher or you swap three Penny Black stamps for a Sinclair C5. Pen pals are great but the system's sometimes prone to misuse. If unsure, don't write. Do not send payment to User Clubs until you've thoroughly checked them out. Please allow up to six weeks for your ad to appear. We pull ads deemed unsuitable.

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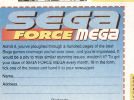
The glittering line-up for next month includes the Mega-CD shoot-'em-up *Devastator*, a surreal Japanese comedy game *Switch* and more mind-bending cases in deepest, darkest London courtesy of *Sherlock Holmes II*. What would an issue be without sports games (errr… an issue without sports games? — Ade). Accolade hope *Jack Nicklaus Power Challenge Golf* notches up a hefty handicap, while Domark reckon Andre Agassi has met his match as we unveil their tennis sim, *Davis Cup World Tour*. Join us centre court next ish.

Virgin are popping *Populous II* in a Jiffy bag, *Splatterhouse 3* is winging its way from Japan and striding over hill and dale to be with us next time is Sega's great RPG, *Landstalker*.

We *could* name-drop. Hmmmm… *Demolition Man*… errrr… *Cliffhanger*… ooooooh… *Jurassic Park*, just to fox other magazines who've come to realise they *have* to read SEGA FORCE MEGA, but — we're not like that.







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